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VOLUME 2
ISSUE 11

PlayStation

Official U.S. PlayStation Magazine

Official U.S. PlayStation Magazine Issue 23 (August 1999)

In This Jungalicious Issue:

TARZAN

Leaps to the PlayStation

APE ESCAPE

Learn Where to Find
All the Naughty Little Monkeys

August 1999
$7.99 U.S.
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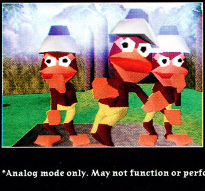
CONTENT RATED BY ESRB
Requires Dual Shock™ analog controller.*



It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock™ analog controller**. Prepare yourself, things are about to get hairy.

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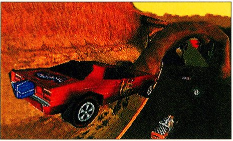

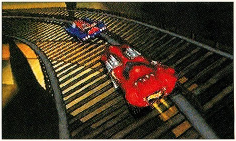

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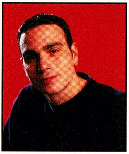

Kraig is hoping for the day when he can use the PlayStation 2 to introduce the business end of a lightsaber to a movie-quality version of Jar Jar. Only then will he be a truly happy man.

Movie Licensed Games Finally Come of Age

Although it has been easy to bash movie-licensed video games in past years, we've recently seen a shift in the way that companies think when it comes to developing console games based on movie licenses. The most recent two titles that use this new way of thinking are Star Wars Episode I: The Phantom Menace and Tarzan.

Development for the Phantom Menace game (and the forthcoming Episode I Racer, due later this year) began more than 18 months ago when the movie existed only in script and design form. Design help and data were routinely given to LucasArts from LucasFilm, including the same textures that Industrial Light & Magic used to render what you saw on the silver screen. It spoiled the movie well in advance for those fans working at LucasArts, but it sure as hell added some authenticity to a game that will no-doubt be nit-picked by fans of the movie series.

Furthermore, we were pleasantly surprised by the extensive corroboration between Disney Interactive and Disney Feature Animation when it came to creating the movie-based game Tarzan. While many may mistakenly dismiss the game as a platformer with a license slapped on it, they couldn't be more wrong. I know—I was one of them. As you'll read in our feature story on the game deeper in this issue, you'll find that Disney Interactive took a similar approach to LucasArts' when it came to making the game feel like the movie, to the point of having the producers and film animators contribute to what you see on your television screen.

Mission Statement

The Official U.S. PlayStation Magazine **is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.**

Now, don't get me wrong—a close relationship with the people who made the movie is by no means a guarantee that a game will be good (in fact, the vibe on the PC version of the Phantom Menace is pretty lukewarm). What it all comes down to is that a bulk of the responsibility will always lie with the game's designers, but there's definitely an immeasurable benefit to giving them more assets to work with.

Companies serious about producing quality licensed games are starting to realize this, and it could become even more important when PlayStation 2 rolls around. George Lucas, when referring to PlayStation 2, said that "I just finished this movie, which is kinda state-of-the-art....And then [Sony] put this toy on the desk that is more powerful than anything we're using." What this means is that companies that work closely with movie studios are truly going to be able to make PlayStation 2 games that rival the aesthetic quality of what you see at the theater right *now*, sans the flesh-and-blood actors. Inevitably, movie special effects technology will improve and stay ahead of the game (it has to, if they want to keep selling tickets), but I gladly welcome the day when I can take a joypad and control something similar to the 3D imagery in theaters today.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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Dale Strang

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Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Pending at Lombard, IL and additional mailing offices. Single-issue rates: $7.99. Subscription Rates: One Year (12 issues and 12 demo discs) $39.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. Call us: (303) 665-8930 U.S. or (303) 604-7445 all other countries. Fax us: (303) 604-7455 U.S. or (303) 604-0540 all other countries. Or visit our subscription Web site at http://subscribe.playstationmagazine.com/service. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of ZD Inc. Copyright © 1999, ZD Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT.
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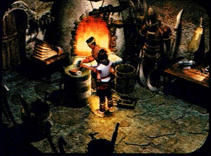

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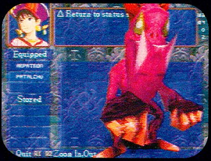

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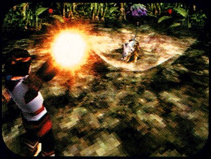

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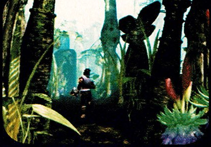

Pit your creation against a friend in the arena mode.

Welcome to the world of Jade Cocoon: Story of the Tamamayu. As Levant, a Cocoon Master, you will engage powerful monsters in deadly one on one combat. As the magic and talon clash of these titanic battles turn to your favor you can call on the mystic Cocoon powers and capture a fallen foe as they are on the brink of death. Once captured these mighty creatures can be trained to fight for you and combined with other monsters to form millions of new beasts. Once created these creatures will be your key to surviving the perils of the forest.

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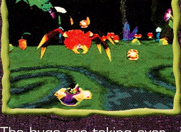

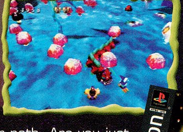

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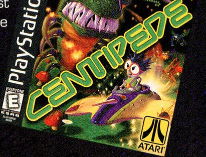

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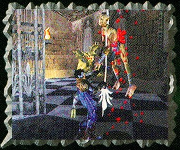
DESTROYING YOUR ENEMIES ISN'T ENOUGH...



"...very impressive indeed."
–EGM

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- Seamless gameplay: No load times
- Shift real-time between the material and spectral planes
- Dark gothic story

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–GamePro

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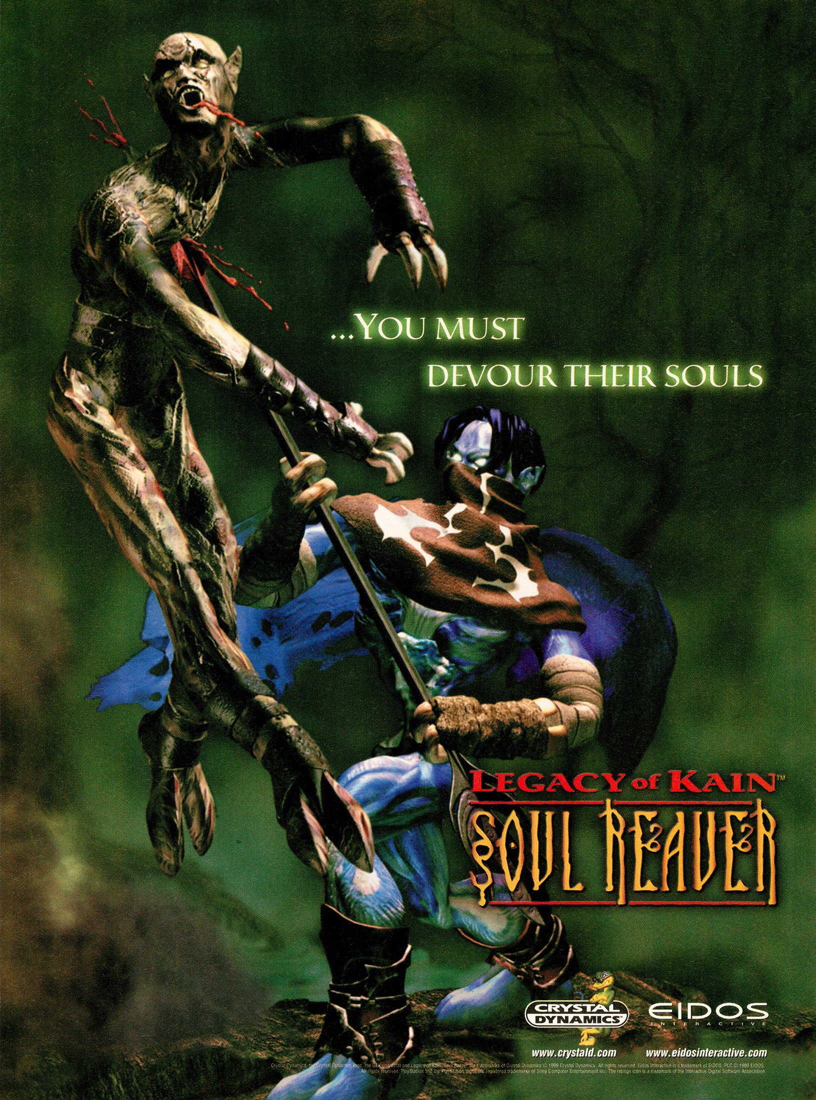
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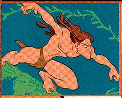
Lord of the Console



Aaaaaeeeeaaa! Disney's Tarzan is coming to the PlayStation. Find out what makes this platformer stand out from the rest.

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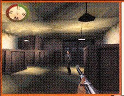
Medal of Honor



If *Saving Private Ryan* were a video game this would be it. Check out our first hands-on look at this new ground-breaking action game.

64

Ape Escape Strategy

We're not monkeying around here! You'll be a monkey master after we give you all the know-how to keep those dang dirty apes under control.

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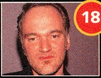

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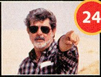
George Lucas and Roger Ebert discuss PlayStation 2; Washington investigates the marketing of video game violence; and all the latest info on PlayStation 2 reported.



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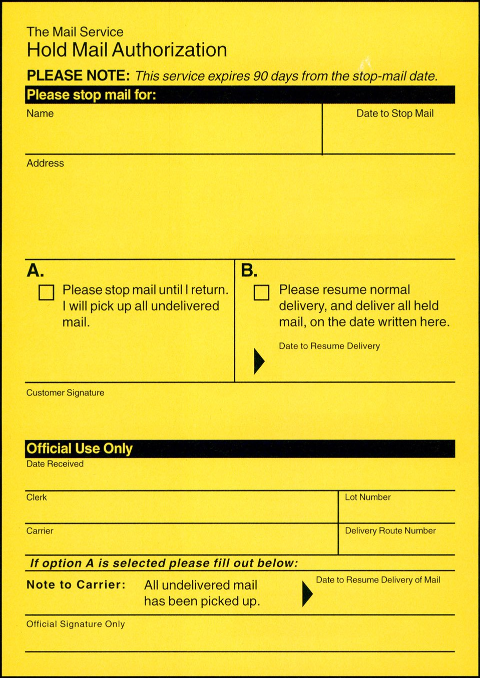

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Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

Port Hilton

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, song-writing, and even cooking.

You will find yourself braving the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

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Caption Contest Winner

"When he walked into the men's room, Jack realized, to his horror, that he'd had a scientist stuck between his teeth all evening."
Karen J. Hastings, USAF

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:

[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page III.]

The Great Conspiracy

Dear *OPM*,

Lately it seems that all I do is read about games that never come out. Why do they say games are going to come out on a certain date when they know that there is NO WAY they are going to have the game out on time? Here's why: Hype! And I ain't gonna believe it anymore. They know that if they say it's going to come out on a certain date I'll get excited. And then when it doesn't I'll have to buy more magazines to find out why, or go on the Web site, and while I'm there I'll be like, "Ooooo...look at that game...ohhhh...when's that coming out?" NEVER!!

Here's my suggestion: Tell those programmers not to go see *Star Wars* another nine times and finish some freakin' games already. All I'm saying is, don't promise what you can't deliver.

freddyFox45
via the Internet

Although it's unlikely that game companies mind having a buzz for a game build over time, it's also unlikely that that sort of thing is intentional. They're well aware that the longer a game takes to come out, the greater the chance something better will come along to grab the public's attention. It's just that sometimes problems unexpectedly arise that result in delays in game design. It's an unfortunate but practically unavoidable programming fact of life.

Letter of the Month

Dear OPM,

What's wrong with you? "Do-It-Yourself Resident Evil 3"?! [June 1999] How could you print something like that in your magazine? Giving kids a step-by-step guide to be destructive and torch things is not very smart!

I understand you put a "Hey Kids" caption at the end of this, but even that didn't make it sound too serious. Did you ever stop to think that some kids would look at those pictures you so graciously supplied and think, "Cool!"? That the way you set it up, kids might not care if they "consult" their parents?

Sure, a child could probably pull this off the first time without burning him- or herself and/or their surroundings, but who's to say the experience won't excite them enough to do it again—but bigger and better? A person could only imagine what kind of damage could happen then!

Isn't it bad enough that parents, government and media are blaming video games for their children's behavior? Now they have this. I may be overreacting—nothing may actually come of this—but do you want to take that chance?

Michelle PInda
Elkhart, IN

We understand your concern with something like this, but we feel it was quite obvious the piece was for humor only. Can you imagine what would happen if every comedic scene were taken seriously? "Dilbert" fans would be harpooning their bosses. MAXIM readers would all be convicted sex felons. And "Seinfeld" viewers would spend their entire lives in coffee shops. It's meant as a joke, folks.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM BOX OF JOY. New surprise goodies every month!

Reviewing the Reviewers

Dear *OPM*,

You've been saying that Ridge Racer Type 4 is better than Gran Turismo. If it's better, how come Gran Turismo was given a perfect five disc rating and Ridge Racer Type 4 was only given a four?

Mark Vito
Needham, MA

This is a good time to talk about a few issues that come up periodically:

1. Just to be perfectly clear, five discs does not mean a game is perfect, only that it's worthy of the highest rating. No game is or will ever be perfect.

2. While prior to our review we speculated that R4 might beat Gran Turismo overall, you'll note that in Mark's review he said only that it edges out GT in terms of graphics. A game that's superior in one area is not necessarily superior overall.

3. And even if Mark had liked R4 more than GT, Gran Turismo wasn't reviewed by Mark, but rather by former editor Gary Mollohan. Since each game is reviewed by a single person rather than the whole staff, personal preference may cause apparent discrepancies.

Envy Us

Dear *OPM*,

I know this may sound rude, but do you get nice salaries?

Yelena Rasinka
lena1@megsinet.net

Absolutely! Our keepers—er, our bosses pay us enough to dine at Taco Bell almost monthly! They let us go home at least once a week, and we get all the Monkey Chow we can eat! Beat that!

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.

We can't wait to hear from you.

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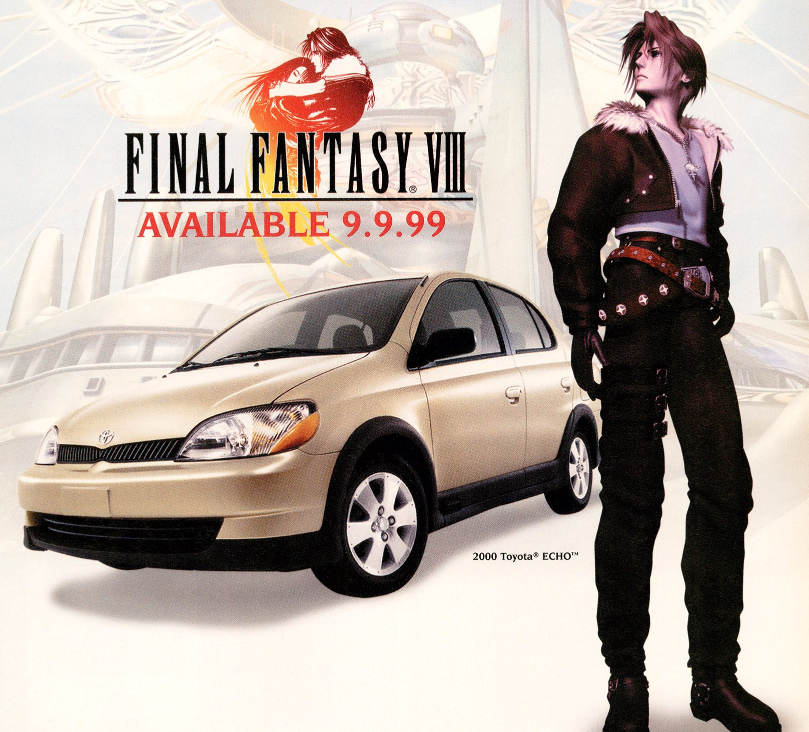

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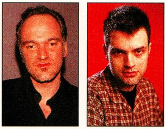
Pulp Journalism

Dear *OPM*,

Is it just me, or does Associate Editor Mark MacDonald look a lot like Quentin Tarantino?

Aaron Buehler
Rochester,NY



Actually, now that you've gone and blown his cover we have to reveal that "Mark MacDonald" *is*, in fact, Quentin Tarantino. He just dons the soul patch and smarmy attitude for interviews and such. Feel free to send fan mail to "Mark" care of the magazine.

Can't We All Just Not Get Along?

Dear *OPM*,

In hockey games you can fight. In wrestling games you can fight. In football games like NFL Blitz and NFL Xtreme you can fight. So why can't you charge the mound in baseball games?

Burlon Medders
Milton, FL

You know, just about any time anyone demos a new baseball game for us, we ask them, "Can you charge the mound?" The answer is always No, and no one can seem to explain why. If we were to hazard a guess we'd say it may have something to do with the Major League Baseball license. MLB is very protective of their properties, and perhaps they feel it would portray baseball in a bad light. Perhaps some non-licensed game will include it.

The Phantom Release

Dear *OPM*,

The Phantom Menace game is out for the computer, right? So when will the PlayStation one come out? I've heard anything from as late as August to as early as it's already out. Please clear this up!

Xander Pel
xanderpel@juno.com

Yep, apparently LucasArts decided the game just wasn't ready in time for the film release, so they're going to take their time with it. The current release date is indeed August.

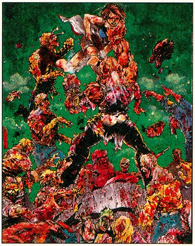
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

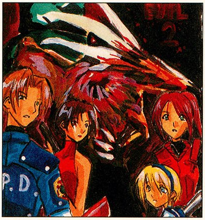
Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

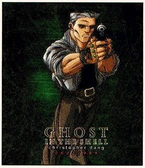
Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

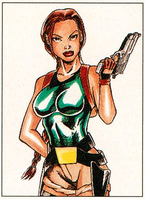
Reader Art to Rock Your Freakin' Socks Off!

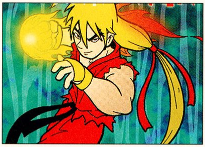
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The creator of the winning work will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Runners-up (as many as we want, 'cause it's our magazine) are printed as well. Good luck!











Check out this month's artists! Clockwise from above: Sherman McClain, Richmond, TX; our winner, P. Vachareeyanukul, Kennewick, WA; Christopher Dang, http://members.xoom.com/fukwa; Chad K. Minami, Honolulu, HI; and Mike "Gabriel," krahulik@uswest.net. Nice job, folks! Keep the submissions coming.

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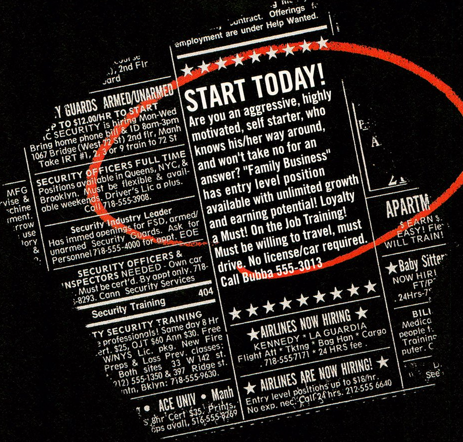

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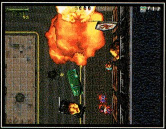

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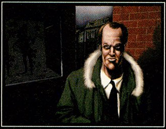

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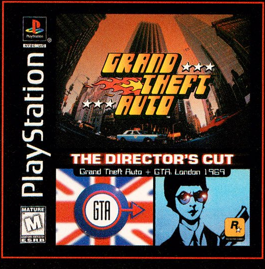

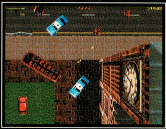

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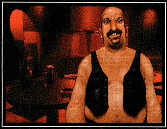

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George Lucas Is a Techie at Heart

Editor's note: When we ran across this article in our local tabloid, the Chicago Sun-Times, *we couldn't help but feel a bit of pride. You see, this isn't just a story about* Star Wars. *Nor is it just a story about Sony's next-generation PlayStation. This is actually a tale of two major subcultures that have pushed even deeper into the mainstream, so much so that you can have film critic Roger Ebert chatting at length with the legendary George Lucas about the revolutionary aspects of the PlayStation 2. And here we are, a magazine devoted to covering the PlayStation, just ecstatic about the further "normalization" of our favorite pastime. We wanted to share this with our readers, so we decided to reprint this article, lightly edited for space, for you to enjoy.*

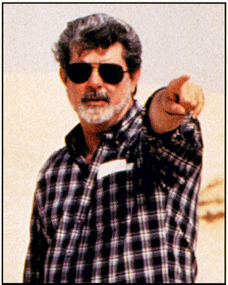
BY ROGER EBERT

NEW YORK—The day may never come when kids can make *Star Wars* movies in their bedrooms, but next year they'll have the equipment to do it with. The new Sony PlayStation 2, which is set for release in 2000, will allow its owners to create and play games in real time. It clocks at 5 million instructions a second. The computers that made *Star Wars: Episode I—The Phantom Menace* were not that fast. They cost a lot of money. The PS2 will retail at about $200.

George Lucas is shaking his head at these factoids. We are sitting in a New York hotel talking about the hidden side of the *Star Wars* saga—its technology. No live-action films have ever used more animation, more muppetry and more computer-generated images than the *Star Wars* series, and there is scarcely a shot in *Phantom Menace* that doesn't involve at least one element that wasn't visible to the actors while they were on the set. Lucas estimates, indeed, that 95 percent of the shots use digital effects, and that's apart from other kinds of special-effects trickery.

All of this costs money, but the price is coming down. I remember a day in 1990 when I visited Lucas at his Skywalker Ranch and he explained that he'd put the *Star Wars* saga on hold until computers got fast enough and cheap enough to allow him to create any image he could dream up.

Now that day is not only here for Lucas—but is approaching at warp speed for ordinary computer owners.



George Lucas was "blown away" by what he saw of the PS2.

"It's coming in leaps and bounds," Lucas told me. "You know something funny? I have a computer game company, and we have a relationship with Sony, and we're desperately trying to get our hands on the PlayStation 2 so we can start developing games for it. But you can't bring it into the country because it's classified as a supercomputer!"

He shook his head in delight. This was on the day after *The Phantom Menace* had screened in New York, and we'd started out to talk about it, but the conversation veered into technology, and he started talking faster and faster.

"I just finished this movie, which is kinda state-of-the-art, you know. Nobody's been able to do some of these things. We've created full 3D digital characters and 3D environments that are photorealistic, and we were sitting there being extremely proud of ourselves—boy, we're way ahead of everybody.

> **"We're desperately trying to get our hands on the PlayStation 2 so we can start developing games for it."**

"And then they put this toy on the desk that is more powerful than anything we're using. It can re-create what we're doing in the movie. I mean, it's like we struggled for four years to get there and a year from now, it's gonna be available to everybody. It's not quite the same quality as what we're putting on film, but it's high enough quality for TV. It's astounding."

It has been 16 years since the previous *Star Wars* movie, *Return of the Jedi*, but that wasn't down time. Lucas was busier than ever, with the wizards at his Industrial Light & Magic Co. leading the charge in special effects (the dinosaurs in *Jurassic Park* were by Lucas as well as Steven Spielberg).

Now comes the dawn of unimaginable computing speed, cheap. Five million instructions a second? In a toy?

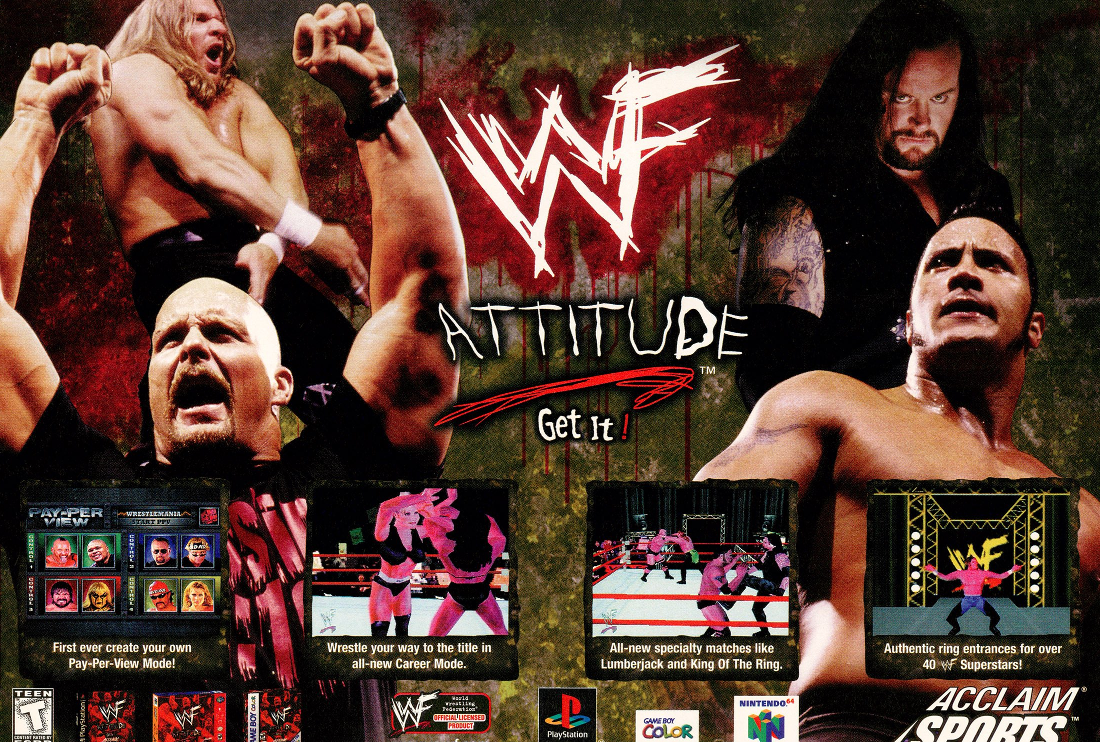
"The thing about the PlayStation 2," George Lucas was saying, "is that it works in real time. We didn't make *Phantom Menace* in real time. Some of the shots in the film took 48 hours to render. We had huge, giant computers cranking every minute of the day. Here they're doing it in real time as you sit there."

Help me to understand something, I said. How can they put that much computing in a $200 toy?

"I was just as blown away as you were. I looked at it and thought, this is going way too fast. I can't keep up. It's mind-boggling. What they've accomplished is just beyond comprehension, if you know anything about computers."

Somewhere, I said, there will be kids inspired by you who can create their own fantasies on these machines.

"One thing about *Star Wars* that I'm really proud of is that it expands the imagination. That's why I like the *Star Wars* toys. The best part of playing with toys is lying on the rug and moving your little critters around while you're telling a little story to yourself: This guy is gonna go and get that guy...and, you know. I think that's a very healthy thing for children, to be able to create their own little worlds. To have their imaginations sparked by something



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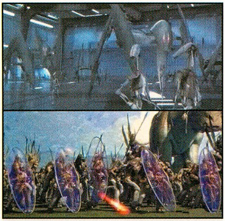
Techie at Heart (cont.)

like *Star Wars*, and then be able to re-create that, and play with it, and make new stories.

"Well, that kind of play has progressed, and now it exists on the Internet. There are Web sites that do nothing but create little *Star Wars*....It's just a matter of time before these little movies start getting longer, and they stop being based on copyrighted property, and they start creating their own characters and broadcasting those. They're just using home digital cameras, and Macintoshes with PhotoShop, and they're creating effects and things that aren't quite at the level where we're doing them—but they're close enough to where you say, gee, this is interesting.

"It's happening at light speed. And now you've got these games where they'll be able to create that same kind of thing in real time. The amazing thing about the PlayStation is, you can just walk down the hall and say, 'Let's turn left,' and you go left. And it's in the same resolution as the Pixar film called *Jerry's Game*, which won the Academy Award. The characters aren't super photo-realistic but they're way beyond anything you'll see in a video game today."



The PlayStation 2is more powerful than the computers used to render scenes in The Phantom Menace, and can re-create in real time what took years to render for the movie, says George Lucas.

And where do you go next? I asked. You have more than $200 to spend on your next machines. People keep talking about how one day we'll just feed all of Marilyn Monroe's performances into a computer, and out will come a new Monroe performance, just as convincing as anything she ever did in her lifetime. You create a convincing character in *Phantom Menace* with the computer-generated alien Jar Jar Binks, who interacts three-dimensionally with humans in every one of his scenes, and has a captivating personality.

"People say oh, you're gonna replace actors, and it's all gonna be digital," Lucas said. "But in the end, you know, Ahmed Best was the actor who played the part of Jar Jar Binks. He was on the set, he played the scenes with the actors, and then we based the computer images on his performance....

"So you have an actor like Ahmed who's there performing on the set with everybody else. And then, with a digital character, you have to bring in a second actor who has the same skills as the first one. Only this actor has other skills, too—because he's an animator. Animators are actors, too; they have to understand how to move faces, and how to get expressions and how to create a motion.

"So you end up actually having to hire two actors to create one character. And it's twice as hard to build a digital character as it is to just hire an actor and have him say the lines on the set. An alien is one thing, but I think it'll be a long, long time before anybody's digitally creating human actors."

He grinned. "One day they may have Jack Nicholson-type computers, but in our lifetimes, human actors are safe."

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Bold Statements

Spread throughout Roger Ebert's article are a few interesting assertions, some fact and some speculation (unless that wily Ebert knows something we don't). Here's a closer look at a handful of these:

•PS2 for $200? Hmmm. While we're fairly sure Sony will release the PS2 at a consumer-friendly price, there hasn't yet been any confirmation that it'll be that low. The consensus is actually hovering closer to the $250-$300 range. Still, Sony surprised many doubters with its low launch price for the original PlayStation...

•More powerful than anything Lucas had been using? Yep. The PS2's Emotion Engine has a peak drawing capacity of 75 million polygons per second. While that drops to 20 million pps when a whole bunch of relevant effects are added to mix, that's still significantly more than the 14 million pps put out by Silicon Graphics' InfiniteReality system. Of course, that doesn't mean the PS2 will have scenes that look better than THE PHANTOM MENACE, but it'll be impressive nonetheless.

•Able to create detailed animations in real time? Absolutely. Those of us who attended Sony's unveiling of the PS2 at the Tokyo Game Show witnessed Square's awesome Final Fantasy demo in which a scene that looked like it was full-motion video was revealed to be 3D rendered. Movie-like quality, on the fly.

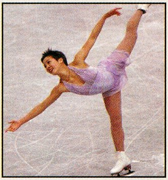
•Technology will replace actors? Who knows? But we do wish technology would completely replace annoying hammy over-acting voice-actors like that dopey guy who played Jar Jar Binks.

The Rub

Lunar Landing on PS2

THE FACTS: Working Designs is planning to release Lunar 3 for the PlayStation 2.

THE RUB: Hmmm...aren't they going about this all wrong? Shouldn't Working Designs first release Lunar 3 on a doomed system—like, say Dreamcast—then wait half a dozen years to release it to critical acclaim on the PS3? It worked for the first Lunar...



Thin Ice

THE FACTS: Electronic Arts has signed a deal with Michelle Kwan to feature her in a figure-skating game.

THE RUB: While a PlayStation game has not yet been confirmed (only a PC game has been officially announced), we're sure EA won't let this valuable exclusive license go to waste and will bring a version to the PS. Following up this exciting title will be other sure-fire hits like Tammy Cleland-McGregor and Heather Pease Olympic Synchronized Swimming.

Poor Sports

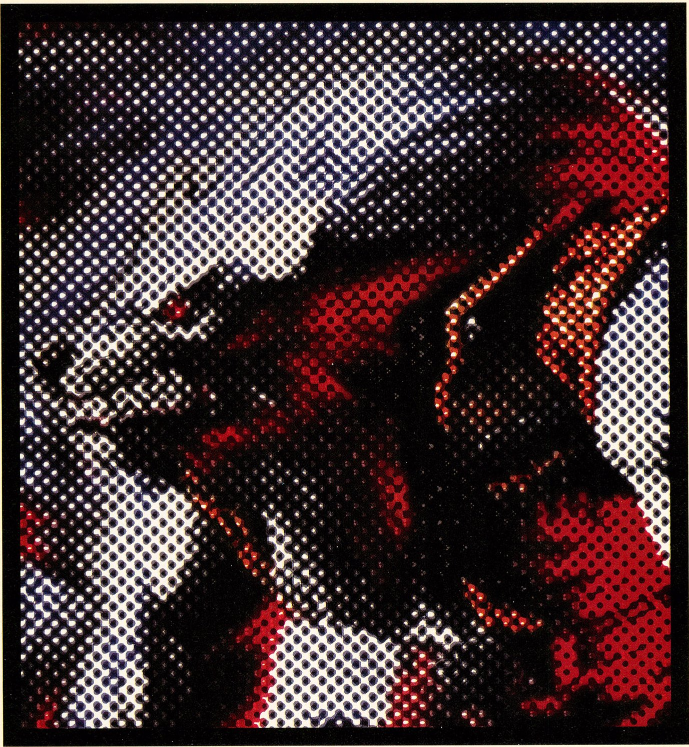
THE FACTS: THQ will develop and publish games using the MTV Sports license.

THE RUB: All right, let's break this one down: team rosters that include has-been and wannabe

(cont. on page 29)

Psychological Test #7—Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



☐ Yes, I see the ballerina. I also happen to wear my pants too tight.

☐ No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. Bloody Roar™ II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)

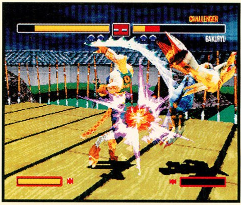


Fig. (b)

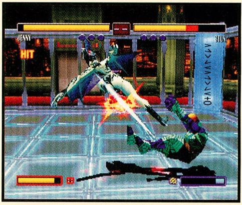
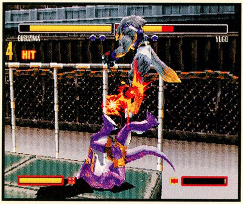


Fig. (c)



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ESRB

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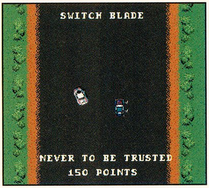
PlayStation 2 [UPDATE]

Call your travel agent and book a flight to Japan.

Why? Because Sony CEA recently announced that the PlayStation 2 will be completely unveiled at the Fall Tokyo Game Show, which starts September 17. Expected at the show will be a prototype unit and further news about the chip itself. Sony also said that the PS2's price will be revealed.



Until that time here are a few other tasty tidbits about the PS2's technology to tide you over:

- Sony has developed a new laser for the PS2 that can read both DVDs and CDs. This is a step forward from current DVD players that need separate lasers to read the different formats. This technology will likely soon appear in standard DVD players as well.
- Sony will partner with Numerical Design to put out its NetImmerse 3D game engine to be used with the PS2. According to Numerical Design, this game engine provides a "comprehensive set of software tools that can save approximately six months of development time and a year or more of engineering costs." Quality middleware is important for game developers because it helps level the playing field, allowing smaller studios with fewer resources to produce games for the system. Also, a Linux development environment for the PS2 is in the works, and is expected to sell for roughly the same price as the current PlayStation development system.

SOFTWARE SPOTLIGHT

We've also learned about a few more titles to add to last month's list of games already under development for the PS2. First up we have something that's not yet confirmed, but let's just say it seems rather likely. Midway has announced an update to the classic arcade game **Spy Hunter** for future next-generation systems. Hmmmm. The game will be developed by Paradigm Entertainment, and will feature the same racing and shooting action as the original, but will leap into a fully 3D world.

Next up, it looks like intergalactic funksters **ToeJam & Earl** will be landing on the PlayStation 2. On their company Web site (ToeJam & Earl Productions—go figure), the men behind the first two games for the 16-bit Sega Genesis announced that the first version of ToeJam & Earl 3 would most likely be for the PlayStation 2, with other formats to follow.

Finally, Lunar 1 has only just recently made it onto store shelves, but **Lunar 3** is already being discussed for PlayStation 2. In a recent interview, U.S. publisher Working Designs President Victor Ireland was quoted as saying about Lunar 3 that "for the U.S., it's going to be PlayStation 2, absolutely."

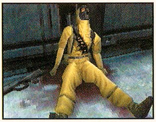
Top 10

1st
PERFECT!!
GREAT!!
COMBO
COMBO
HARD
000002100
000001500

Japan's Top 10-Selling PlayStation Games

May sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Dance Dance Revolution** Konami – Misc.
2. **Simple 1500 Series Vol. 10 The Billiards** Culture Publishers – Misc.
3. **Omega Boost** SCEI – Action
4. **Culdcept EXPANSION** Media Factory – Misc.
5. **World Stadium 3** Namco – Sports
6. **Hot Shots Golf** SCEI – Sports
7. **Saga Frontier 2** Square – RPG
8. **Monster Farm 2** Tecmo – Misc.
9. **Marionette Company** Micro Cabin – Adv.
10. **Simple 1500 Series Vol. 1 The Mahjong** Culture Publishers – Misc.



U.K.'s Top 10-Selling PlayStation Games

May sales rankings courtesy of *ChartTrack*:

1. **Metal Gear Solid** Konami – Adventure
2. **Brian Lara Cricket** Codemasters – Sports
3. **WWF Warzone** Acclaim – Sports
4. **FIFA '99** EA Sports – Sports
5. **Ridge Racer Type 4** Namco/Sony – Racing
6. **The Rugrats** THQ – Action
7. **Tomb Raider III** Eidos – Adventure
8. **Premier Manager '99** Gremlin – Sports
9. **UEFA Champions League '98/'99** Eidos – Sports
10. **Civilization II** Activision – Strategy

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

The Rub

celebs coupled with washed-up athletes and underperforming superstars. Looks like it'll be almost as fun as watching those MTV Sports specials.

Last Licks for Lara?

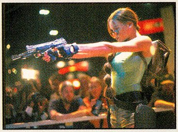
THE FACTS: According to software retailer Babbage's upcoming releases list, the next installment in the Tomb Raider series, titled Tomb Raider 4: Last Revelation, is on its way and is set for a November 22 release.

THE RUB: The Babbage's release list is updated early and changes all the time, usually making it less reliable than the Psychic Friends Network. But we do know TR4 is in the works, and a late November release would put it out in time for Christmas, just like TRIII was last year...hmmm...

Brand-New Body

THE FACTS: Speaking of Tomb Raider, Eidos recently named 24-year-old Lara Weller as the new model portraying Lara Croft.

THE RUB: It seems that Weller didn't quite know what she was getting into. One OPM editor spotted her at this year's E3, wandering the show floor with a pack of drooling fanboys trailing her. Weller stopped for just one photo request,



then looked mortified as more and more guys surrounded her. She reacted by virtually sprinting away

(cont. on page 32)

FROM THE CREATORS OF RESIDENT EVIL:
PlayStation
MATURE
M
CONTENT RATED BY
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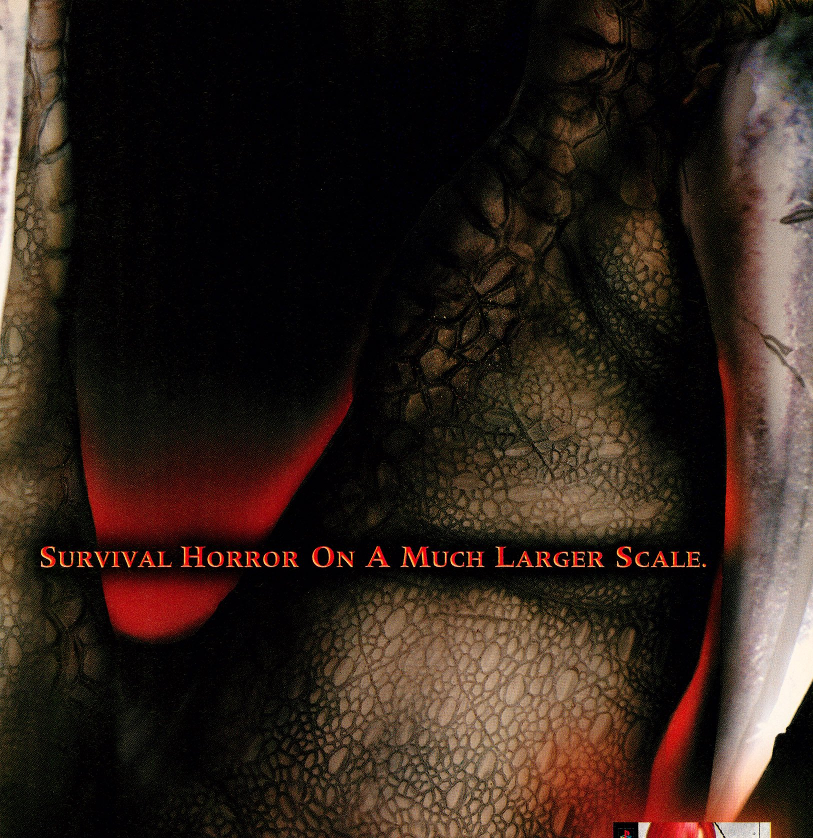
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Wholesale Violence

Washington looks into whether video game companies are marketing violence to children

In a move fit for a political stump speech, President Clinton directed his audience's attention to a particularly graphic ad slogan: "Kill Your Friends Guilt Free."

The audience was a gathering of media in the White House Rose Garden, where Clinton announced a yearlong study aimed at examining the marketing of violent media to children. While the study will also include the recording and movie industries, the focus seemed to be squarely on video games.

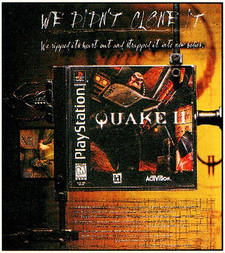
A joint effort of the Federal Trade Commission and the Justice Department, the study will explore such topics as whether adult-rated material is being marketed in outlets where children make up a significant part of the audience, and whether marketing practices are specifically designed to attract children to violence.

More troubling to industry insiders, though, is the fact the the study will explore the effectiveness and enforcement of ratings systems. In an interview with the *Wall Street Journal*, Doug Lowenstein, president of the Interactive Digital Software Association, said that "Adults should make [purchasing] decisions, not governments."

But a spokeswoman for the FTC stressed that the goal of the study is "to look at what's going on in terms of self-regulation." She noted that the FTC seeks to "engage in a dialogue" and to work with the industries to develop their own policies and guidelines. "We're looking for voluntary compliance," she said.

However, the FTC spokeswoman also said there were not yet any clear procedures or spelled-out details for the study when we spoke to her shortly before our deadline in mid-June. As such, it's hard to evaluate the methods or systemology of the study.

The focus on violent video games has intensified in the wake of such tragedies as the school shootings in Colorado and Georgia, and will surely expand as we move toward the millennial elections. We'll keep you posted as more details emerge from this and other studies.

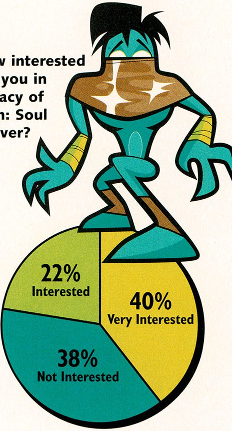


It's not the violence itself in games like Quake, Doom and Resident Evil that the Justice Department is investigating; rather, it's the way these games are being marketed.

57%

of consumers don't believe that playing violent computer and video games is likely to make people more violent, according to research firm PC Data.

How interested are you in Legacy of Kain: Soul Reaver?



total number of votes: 4,575
poll taken by videogames.com
illustration by Chip Waas

Quote of the Month

"I'd probably get mobbed by Japanese chicks."

–John Romero, one of the masterminds behind Doom and Quake, speaking to a New York Times Magazine reporter about how he feels he'd be received in Japan, a country he has never visited.

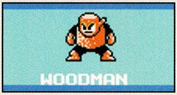
The Rub

from the crowd, leaving behind a herd of disappointed followers.

Mega-Psyched

THE FACTS: Mega Man is returning to the PlayStation! The first six Mega Man games, originally developed for Nintendo's 8-bit NES, will be rereleased for the PlayStation, one every month starting this fall...

THE RUB: ...in Japan only! HAH!



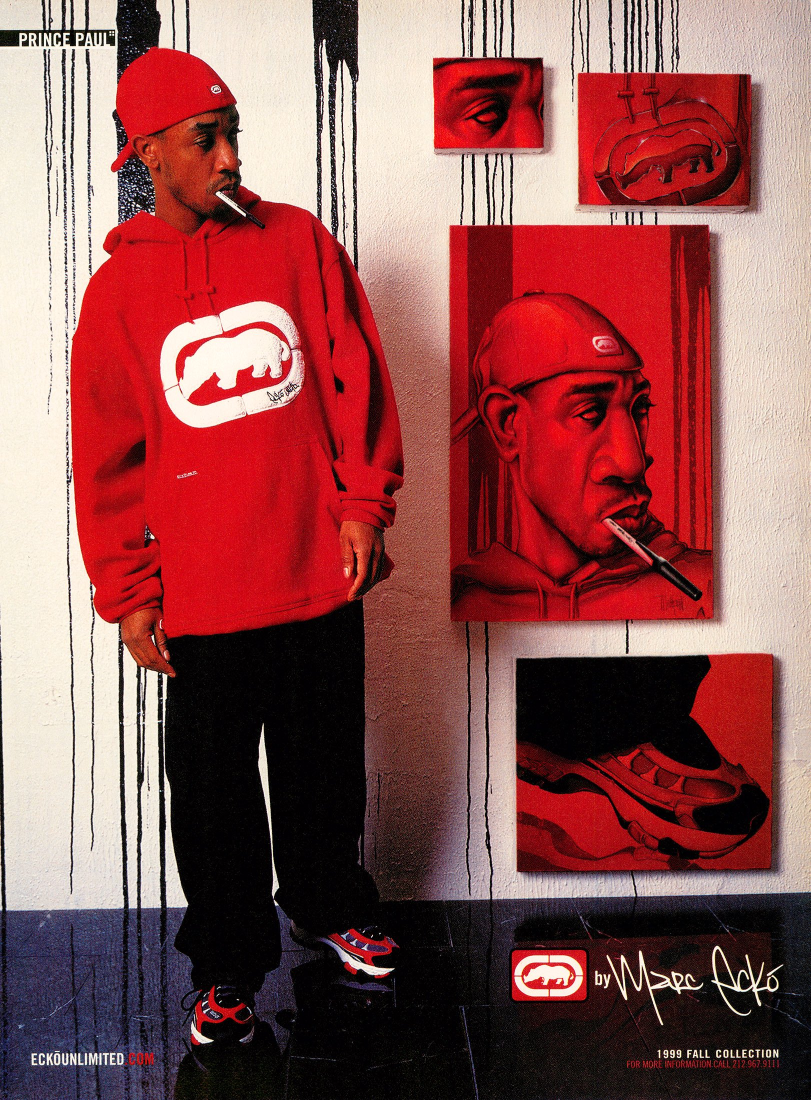
Just to really torture Mega man fans over here, the new discs will sell for only about $25, and include new "navigation" modes in which Dr. Light helps players with trouble spots, as well as options to adjust the games' difficulty and speed. Import fans can still collect all six, though, and watch Capcom slowly run out of enemy boss names every month. Sure they started with cool names like Ice Man and (our favorite) Wood Man, but later on the best they could think of was guys like Yamato Man (no idea) and the fearsome Dust Man!

Romero Rumors

THE FACTS: Night of the Living Dead Director George Romero has been released from his duties as the writer and director of the upcoming Resident Evil movie.

THE RUB: The rumor is that Capcom wasn't happy with the script Romero turned in, which isn't surprising. After all, Capcom has always been very particular about the dialogue in the Resident

(cont. on page 36)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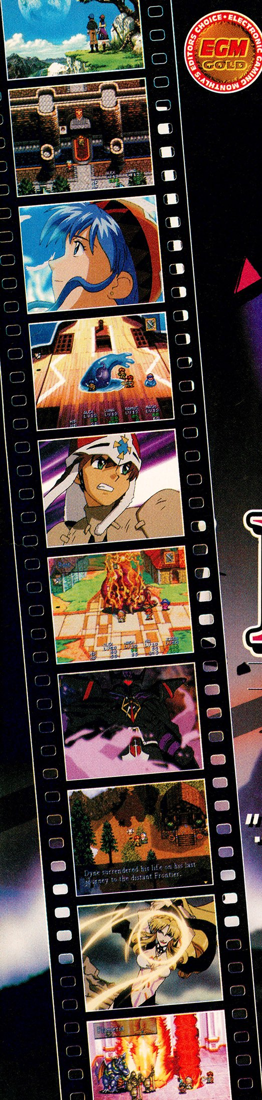
ELECTRONIC GAMING MONTHLY'S EDITORS CHOICE
EGM GOLD

"...one of this year's


Dyne surrendered his life on his last journey to the distant Frontier.

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"...a must buy for RPGers!"
— EGM

"...wonderfully illustrated in a pure anime style."
— PSM

"...a huge epic quest..."
— Official U.S. PlayStation Magazine

"...a godsend."
— Gamers' Republic

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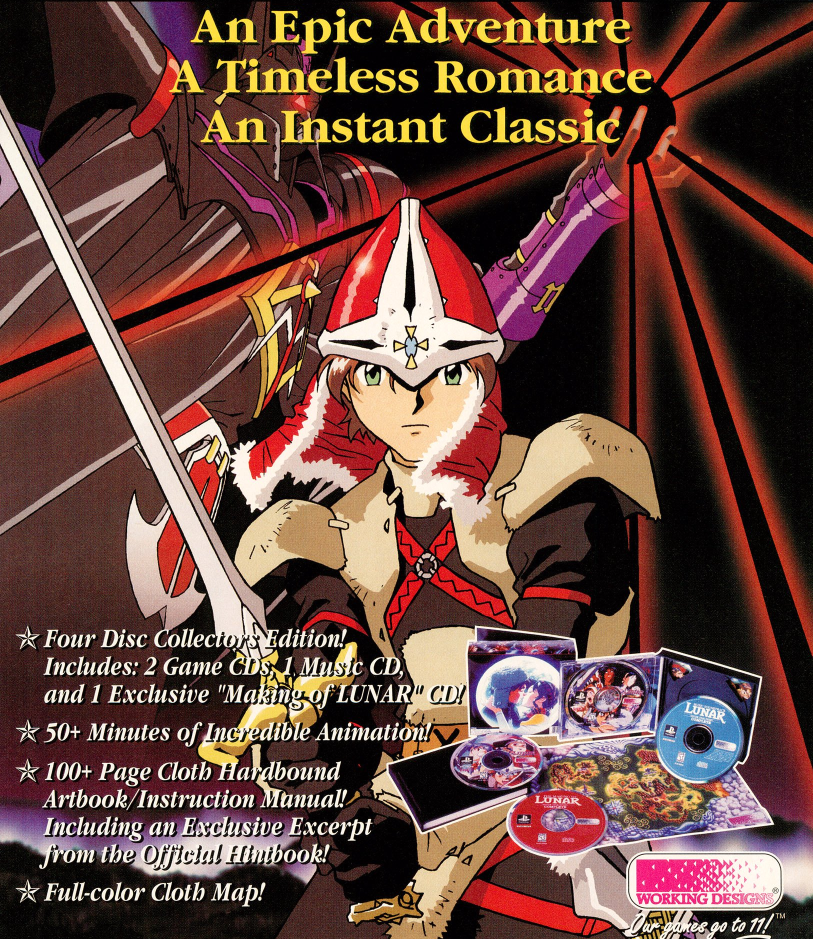
must-play RPGs." — EGM

EDITORS CHOICE • ELECTRONIC GAMING MONTHLY'S EGM GOLD

An Epic Adventure
A Timeless Romance
An Instant Classic



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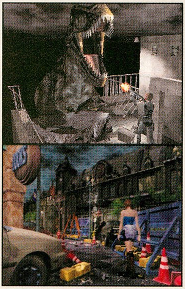
Xena fans eagerly awaiting her debut in a video game will now have to direct their attention to Electronic Arts, which recently took over as publisher of this title from 989 Studios. Hurry up, EA!

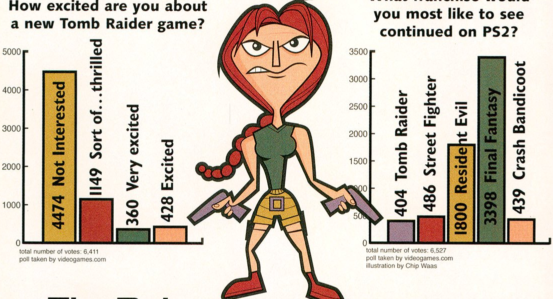
Dino Crisis to Include RE3 Demo



Survival horror fans will have two big reasons to celebrate this fall. Capcom will be including a playable demo of its upcoming highly anticipated zombie-fest Resident Evil 3 Nemesis in the first 500,000 copies of the U.S. version of Dino Crisis. Some may remember this is not the first time Capcom has used this tactic, as copies of Resident Evil: Director's Cut included a playable demo of Resident Evil 2 when it was released in the fall of 1997. No word yet on what will be included in the RE3 demo, but it seems likely it will be similar to the version on display at E3, which contained roughly the first 30 minutes or so of the game. Dino Crisis is slated for release this September, with Resident Evil 3 Nemesis following in November.

How excited are you about a new Tomb Raider game?

What franchise would you most like to see continued on PS2?



total number of votes: 6,411
poll taken by videogames.com

total number of votes: 6,527
poll taken by videogames.com
illustration by Chip Waas

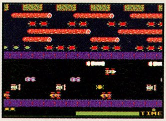
The Rub

Evil games, it only follows they would keep the same high standards for the movie. Lines like "you, the master of unlocking" and "you were almost a Jill sandwich!" don't write themselves, you know. Unfortunately, this will undoubtedly bring about more delays for RE movie, which will hopefully hit theaters someday in the next 50 years before we are all dead.

Leap Ahead

THE FACTS: Hasbro will release a sequel to its improbable smash-hit remake of Frogger.

THE RUB: Despite a critical lambasting, Frogger sold like crazy. Thankfully, though, Hasbro is actually trying to improve the game, starting from scratch with a new developer, Interactive Studios, and a completely new engine. This time around Frogger 2 will focus much more on multiplayer, and, most important, will contain the arcade classic. Sounds like a hoppin' good time.



10 things we think we think this month

1 EA recently signed a deal with figure-skater Michelle Kwan. An angry Tonya Harding was spotted leaving the press conference yelling into her cell phone.

2 Spielberg's Nazi-hunting Medal of Honor is one of the PlayStation's most promising new games. Could Schindler's List be far behind?

3 DreamWorks has been showing off their new Jurassic Park fighting game, Warpath. We're hoping it allows for a T-rex vs. Jeff Goldblum matchup.

4 George Romero is off the Resident Evil movie project. Now they can get a quality director, like the one who put out the smash-hit Street Fighter film.

5 Eidos announced that David Bowie will be providing some tunes for their next game, Omikron. The game centers on a disembodied soul looking for an identity, which should be a perfect match, considering Bowie lost his right around "Little China Girl."

6 With the Knicks making it to the NBA Finals, there's a slim chance that Latrell Sprewell may be the coverboy of a future NBA PlayStation game. We can't wait to see the motion-captured choke move.

7 It's almost certain that Spy Hunter 2000 will hit the PS2. The highlight would be Peter Gunn's theme music in Dolby Surround Sound.

8 Mortal Kombat: Special Forces has been delayed until early 2000...right in time for everyone to forget the absurd theory that video game violence is responsible for society's ills.

9 It's now speculated that the Tomb Raider movie will be a computer generated one. Evidently no girl on Earth had the breasts necessary to fill the role.

10 San Francisco Mayor Willie Brown attended a PlayStation-only store that recently opened at Metreon in San Francisco. Apparently he was investigating whether or not the high concentration of Dual Shock controllers might pose an earthquake hazard.

TETRADDICT*

*Tetraddict: \,te/tra-(,)dikt\ n. One who devotes or surrenders oneself to Tetris habitually or excessively

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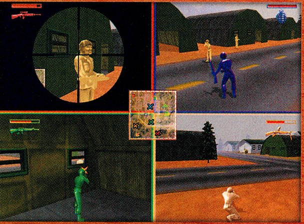

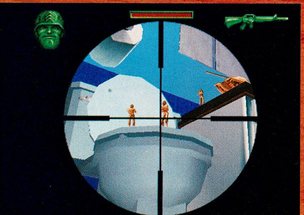

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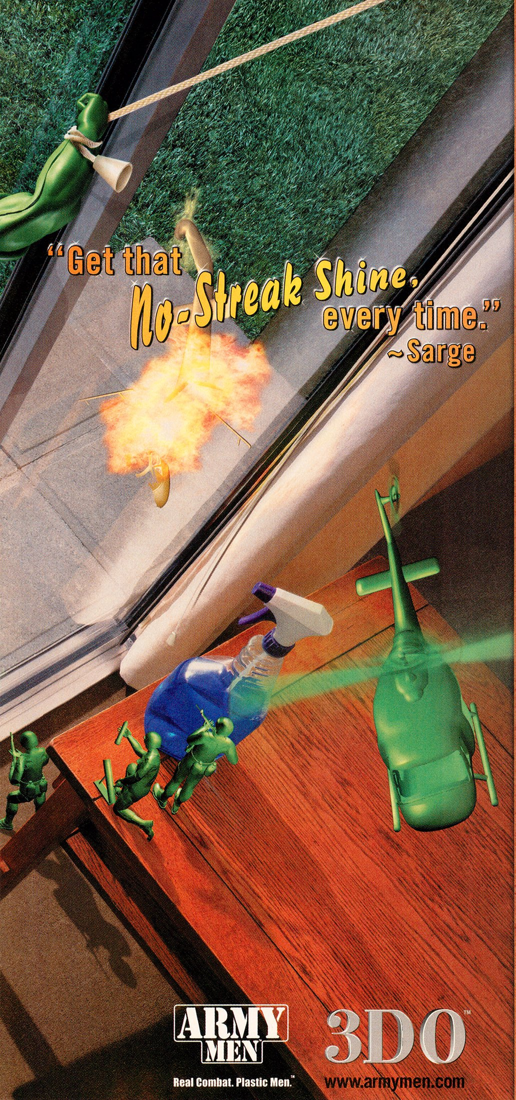
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No-Streak Shine,
every time."
~Sarge

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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 R4: Ridge Racer Type 4 ●●●●○

Publisher: Namco Last Month: – Genre: Racing Release Date: May 1999

Fast cars, hot women, quick action...oh yeah, and great gameplay. R4 has raced to the top of the charts without even making a pit stop.

2 Syphon Filter ●●●●○

Publisher: 989 Last Month: 3 Genre: Action Release Date: Feb. 1999

Some critics may have dismissed this as simply a Metal Gear clone (it's not, by the way), but gamers knew better and are still buying this one big-time.

3 Need For Speed: High Stakes ●●●●◐

Publisher: EA Last Month: 1 Genre: Racing Release Date: Mar. 1999

Nothing gets the adrenaline pumping more than knowing you can lose your hard-earned car if you lose a race. Now hand over those keys!

4 Street Fighter Alpha 3 ●●●●●

Publisher: Capcom Last Month: – Genre: Fighting Release Date: May 1999

After too many attempts, Capcom finally got it right on the PlayStation with this wonderful translation of its 2D arcade fighting hit.

5 Triple Play 2000 ●●●●◐

Publisher: EA Last Month: 2 Genre: Sports Release Date: April 1999

This game is still in heavy rotation on the office PlayStations, and easily holds the title for the best baseball game of this season.

6 MLB 2000 ●●●●○
Publisher: 989 Last Month: 4 Release Date: March 1999

7 3Xtreme ●○○○○
Publisher: 989 Last Month: – Release Date: April 1999

8 Army Men 3D ●●●○○
Publisher: 3DO Last Month: 5 Release Date: April 1999

9 Ehrgeiz ●●●◐○
Publisher: Square/EA Last Month: – Release Date: May 1999

10 Namco Museum Vol. 3 ●●●◐○
Publisher: Namco Last Month: 10 Release Date: Feb. 1997

11 Gran Turismo ●●●●●
Publisher: SCEA Last Month: – Release Date: May 1998

12 Frogger ●●◐○○
Publisher: Hasbro Last Month: 7 Release Date: Oct. 1997

13 Namco Museum Vol. 1 ●●●◐○
Publisher: Namco Last Month: 11 Release Date: Aug. 1996

14 Jampack, Summer 1999
Publisher: SCEA Last Month: – Release Date: May 1999

15 Legend of Legaia ●●●●○
Publisher: SCEA Last Month: – Release Date: March 1999

16 Tomb Raider II ●●●●◐
Publisher: Eidos Last Month: 12 Release Date: Nov. 1997

17 Spyro the Dragon ●●●●○
Publisher: SCEA Last Month: 15 Release Date: Sept. 1998

18 Rayman ●●●◐○
Publisher: Ubi Soft Last Month: 19 Release Date: Sept. 1995

19 Crash Bandicoot 2 ●●●●○
Publisher: SCEA Last Month: 14 Release Date: Oct. 1997

20 Rugrats: Search for Reptar ●●●◐○
Publisher: THQ Last Month: 9 Release Date: Dec. 1998

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Final Fantasy VIII** Check out this month's demo disc for a sample of this fantastic game.
2. **Dino Crisis** Some of our editors have been pulling all-nighters with the Japanese version of this scare-fest.
3. **Resident Evil 3 Nemesis** Horror hits a new level with the third installment in this revolutionary series.
4. **WWF Attitude** This game looks like it may be as deep as wrestling itself is shallow. And that's deep.
5. **R4: Ridge Racer Type 4** Lock yourself in if you want to unlock all 321 cars.
6. **Legend of Legaia** It's a great year for RPG fans, and this game is one of the reasons for that.
7. **Gran Turismo 2** GT2 looks even better than the first, which was already more than impressive.
8. **Legacy of Kain: Soul Reaver** All right, Crystal, enough already with the delays. It's not cute anymore.
9. **UmJammer Lammy** Rock and roll with a sexy 2D lamb. Sounds like a typical Saturday night for some of us.
10. **WCW Mayhem** The buzz around this one is not as hot as it is with Attitude, but wrestling fans are unfazed.

April Helmuth's Top 5

Our monthly contest winner's top five picks

1. **Legacy of Kain: Soul Reaver** Who isn't looking forward to all those jawless soul-sucking vampires?
2. **Resident Evil 3 Nemesis** Looks like April enjoys a good scare...make that a *great* scare.
3. **Dino Crisis** All the terror *and* pterodactyls you can want, together in one frighteningly good game.
4. **Quake II** Talk about a top-five list that would scare Congress into action! Don't go postal on us, April.
5. **Carnage Heart 2** April likes a good dose of mech madness to go along with all those fearsome games.

Editors' Top 5

What we've been playing instead of working

1. **Konami Arcade Classics** Good gameplay never goes out of style—and this collection proves that adage.
2. **NCAA Football 2000** EA's game is already looking deeper than last year's surprisingly good game.
3. **Bugs Bunny Lost in Time** All the charm of the classic cartoon, and it's almost as much fun, too.
4. **Ape Escape** Got...to...catch...all...the...monkeys. No time...to sleep. Must...get...monkeys...
5. **Portable fans** With no air conditioning in our building after hours, this deadline's been hot as hell.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, May 1999. Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

NEW EXTREMES IN URBAN ADVENTURE!!!

NINGWARNINGWARNINGWARNINGWARNINGWARNINGWARNINGWARN
Rockstar Games
Command Bunker
THRASHER MAGAZINE
SKATE AND DESTROY
December '99
GTA2
October '99
PlayStation
RATING PENDING
RP
CONTENT RATED BY ESRB
ROCKSTAR

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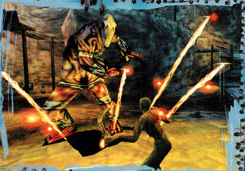
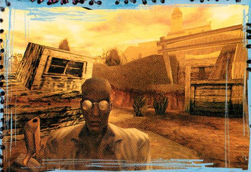
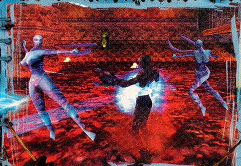
He is coming.
Walking between worlds...
Traveling the road of souls from Liveside to Deadside
And back again.
A dead man is coming, skull in one hand,
flambeau in the other...
a voodoo mask in his chest
and lines of power in his back.

A possessed man is coming,
stalking evil in tenements and deserts,
subways and swamps,
spirit world and real world.

Shadowman is coming...
To stop the Apocalypse.
To save your soul.

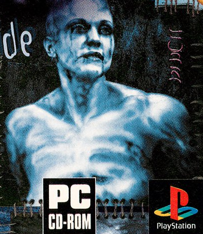






SHADOW MAN™

Walk on the Deadside



Warning:
This game
is recommended for
mature audiences only.
It contains adult content.

MATURE M CONTENT RATED BY ESRB

NINTENDO 64

PC CD-ROM

PlayStation

Acclaim®
www.acclaim.net

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Coming Soon

Compiled by Dan Peluso with a hand from Johnny Masthead

August

Championship Motocross	THQ	Racing
Clock Tower 2: The Struggle Within	Agetec	Adventure
NFL Blitz 2000	Midway	Sports
NFL Xtreme 2	989 Studios	Sports
Quake II	Activision	Action
R-Type Delta	Agetec	Action
Re-Volt	Acclaim	Racing
Shadowman	Acclaim	Adventure
Shao Lin	THQ	Fighting
Shogun Assassins	Konami	Action
Sled Storm	Electronic Arts	Racing
Soul of the Samurai	Konami	Adventure
South Park	Acclaim	Action
Star Wars Ep. 1: The Phantom Menace	LucasArts	Action

September

Bass Ride	Bandai	Sports
Dino Crisis	Capcom	Action
Disney's Tarzan	Sony CEA	Action
Final Fantasy VIII	Square Electronic Arts	RPG
G-Police: Weapons of Justice	Psygnosis	Action
Gran Turismo 2	Sony CEA	Racing
Indiana Jones and the Infernal Machine	LucasArts	Adventure
Kingsley	Psygnosis	Action
Lego Racers	Lego Media	Racing
Macross VF-X 2	Bandai	Action
Major League Soccer 2000	Konami	Sports
Metal Gear Solid VR Special Edition	Konami	Action
Mission: Impossible	Infogrames	Action
Omikron: The Nomad Soul	Eidos	Adventure
Paperboy	Midway	Action
Rat Attack	Mindscape	Action
Rising Zan: The Samurai Gunman	Agetec	Action
Space Invaders	Activision	Action
Suikoden II	Konami	RPG
Thousand Arms	Atlus Software	RPG
Tiny Tank	Sony CEA	Action
UmJammer Lammy	Sony CEA	Misc.
Urban Chaos	Eidos	Action
Vegas Games 2000	3DO	Misc.

October

Arcade 12 Pack	Midway	Action
Army Men: Air Attack	3DO	Action
Army Men: Sarge's Heroes	3DO	Action
Crusaders of Might and Magic	3DO	Adventure
Fighting Force 2	Eidos	Action
Formula 1 '99	Psygnosis	Racing
Jeff Gordon XS Racing	ASC Games	Racing
Konami Rally	Konami	Racing
Medal of Honor	Electronic Arts	Action
Messiah	Interplay	Adventure
NHL Blades of Steel 2000	Konami	Sports
Pac-Man World 20th Anniversary	Namco	Action

October (cont.)

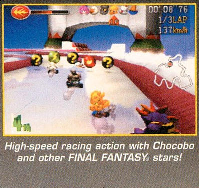
Panzer General Assault	Mindscape	Strategy
Pong	Hasbro Interactive	Action
R/C Stunt Copter	Titus	Simulation
The Misadventures of Tron Bonne	Capcom	Action
Tony Hawk's Pro Skater	Activision	Sports
Vigilante 8: Second Offense	Activision	Action

Future Releases

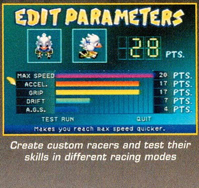
Ace Combat 3	Namco	Action
Action Man	Hasbro Interactive	Action
Chocobo's Mysterious Dungeon 2	Square Electronic Arts	RPG
Colony Wars Red Sun	Psygnosis	Action
Crash Team Racing	Sony CEA	Racing
Daikatana	Eidos	Action
Danger Girl	THQ	Action
Destruction Derby 3	Psygnosis	Racing
Die Hard Trilogy 2	Fox Interactive	Action
Dragon Valor	Namco	RPG
Dukes of Hazzard	SouthPeak Interactive	Action
Eagle One: Harrier Attack	Infogrames	Action
Fear Factor	Eidos	Adventure
Flintstones Bedrock Bowling	SouthPeak Interactive	Sports
Fox Sports Pro Basketball 2000	Fox Interactive	Sports
Frogger 2	Hasbro Interactive	Action
Gekido	Interplay	Fighting
Glover	Hasbro Interactive	Action
Hydro Thunder	Midway	Racing
IS Internal Section	Square Electronic Arts	Action
Jeremy McGrath Supercross 2000	Acclaim	Racing
Knockout Kings 2000	EA Sports	Sports
Missile Command	Hasbro Interactive	Action
Mortal Kombat Special Forces	Midway	Action
Motocross Madness	Psygnosis	Racing
NASCAR 2000	EA Sports	Racing
NBA In the Zone 2000	Konami	Sports
NBA Live 2000	EA Sports	Sports
NBA Showtime	Midway	Sports
NHL 2000	EA Sports	Sports
NHL Championship 2000	Fox Interactive	Sports
Nickelodeon's Cat Dog	Hasbro Interactive	Action
Nightmare Creatures II	Activision	Adventure
Planet of the Apes	Fox Interactive	Action
Prince of Persia 3D	Red Orb	Action
Q*Bert	Hasbro Interactive	Action
Railroad Tycoon 2	Rockstar	Strategy
Rainbow Six	Red Storm Entertainment	Action
Rayman 2: The Great Escape	Ubi Soft	Action
Ready 2 Rumble	Midway	Sports
Road Rash Unchained	Electronic Arts	Racing
Rollcage Extreme	Psygnosis	Racing
Rugrats Studio Tour	THQ	Action
Saga Frontier 2	Square Electronic Arts	RPG
Sheep	Empire	Strategy
Spider-Man	Activision	Action
Spyro 2	Sony CEA	Action
Star Wars: Episode I Racer	LucasArts	Racing
Supercross 2000	EA Sports	Racing
Team Buddies	Psygnosis	Strategy
Test Drive 6	Infogrames	Racing
The New Adventures of Batman	Ubi Soft	Action
Tiger Woods 2000	EA Sports	Sports
Tomb Raider: Last Revelation	Eidos	Adventure
Toy Story 2	Activision	Action
Vandal Hearts 2	Konami	RPG
Warpath: Jurassic Park	Electronic Arts	Fighting
WCW Mayhem	Electronic Arts	Action
Wild Water World Championships	Interplay	Racing
Wild Wild West	SouthPeak Interactive	Adventure
Worms Armageddon	Hasbro Interactive	Strategy

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

Chocobo Racing™
SQUARE
FLOOR IT or GET OUT of the WAY



High-speed racing action with Chocobo and other FINAL FANTASY® stars!



EDIT PARAMETERS

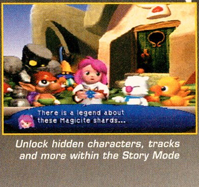
28 PTS.

MAX SPEED	20 PTS.
ACCEL.	17 PTS.
GRIP	17 PTS.
DRIFT	7 PTS.
A.G.S.	4 PTS.

TEST RUN QUIT

Makes you reach max speed quicker.

Create custom racers and test their skills in different racing modes



There is a legend about these Magicite shards...

Unlock hidden characters, tracks and more within the Story Mode

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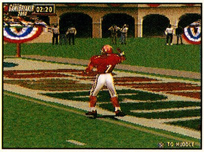
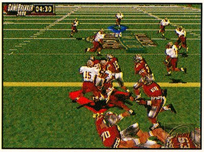
EVERYONE
E
CONTENT RATED BY ESRB

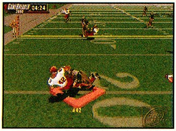
Theme: Sports
# of Players: 1-2
Availability: August
Developer: Red Zone Ent.
Publisher: 989 Studios
URL: www.989sports.com

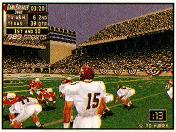


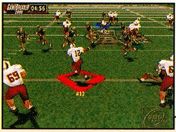


NCAA GameBreaker 2000

989 Sports gives their game more flash and depth







There are plenty of new wrap-tackles poised to show your ball-carrier what pain is all about (top).

160

The number of teams in NCAA GameBreaker. There are 110 NCAA Division 1-A teams and 50 classic teams.

Stevie Wonder Approved Play Selection Screen!

One of the most curious things about GameBreaker 2000 is that play selection is so obnoxiously huge and gaudy that even the blind could probably see it. 989 Sports said that they really wanted to make their playcall screen clear and concise as possible, but this is ridiculous.

The feelings must have been mixed at 989 Studios when Keith Jackson announced his return to the broadcast booth after previously retiring less than a year ago. At one point, NCAA GameBreaker 2000 had bragging rights about being the only place on Earth left to hear Jackson's signature commentary (aside from VCR tapes and ESPN Classic), but now that's clearly not the case. Either way, though, both gamers and 989 Sports win. And at some point, Keith has to re-retire, right?

Regardless, with last year's great television-style presentation practically in place, the NCAA GameBreaker team quickly improved on that area of the game and moved onto loftier goals, such as beefing up the game's features and its authenticity.

They began the process by hiring UCLA coach Bob Toledo to draw up a significant number of the game's plays—and if you think the Pac-10 Coach of the Year's playbook isn't good enough, GameBreaker 2000's flexible play editor will let you do some chalk talk of your own.

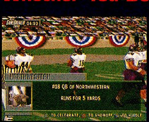
If you're good enough at that, maybe you're ready to take a shot at living the turbulent and pressure-packed life of a coach via the game's Career Mode. This nifty and in-depth feature let's you start at the bottom of the coaching ladder (special teams coach at a small school, for example) and try to work your way up to head coach at a big program. Clearly, 989 Sports isn't content to let EA run them over in features from year to year. There are also a wealth of other managerial features, ranging from "Blue-Chip" recruiting to bringing your players from the college ranks to the pros. Or more specifically, NFL GameDay 2000.

In terms of gameplay, NCAA GameBreaker 2000 retains much of the feel of its predecessor. The game is still very fast-paced, and avid fans of the series will immediately notice that it has a few new nuances that should make things a little more exciting. Many of these additions consist of tons of new animations, with the highlight being the new wrap-tackles along with the ability to break them—giving more credence to the title GameBreaker.

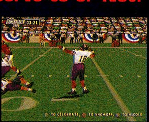
Gauging improvements to the game's artificial intelligence is absolutely impossible at this stage. Right now, 989 Studios is tweaking just about everything from defensive coverages to offensive-line blocking, so all we can do is hope that all of 989 Studios' changes result in a game smarter than last year's.

Brag Whether You Deserve to or Not!

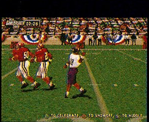
If you feel like you need to rub a play in someone's face, or just celebrate the joy of the moment, GameBreaker allows you to make your player do either after every play. By pressing a button right after the play finishes, you can choose to celebrate or show off. But if you do this at the wrong time, you can be flagged for unsportsmanlike conduct. Sometimes it's well worth it.



OK, you gained five yards. Figure out how you want the world to know...



...by merely celebrating....



...or just showing off like a NFL player.

jack into
dead presidents

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If this were Los Angeles, it would be considered a Stage 8,000 Smog Alert.
Lee
Bubble Crush
<Thunder> Viguro Lv2
Summer
Lip King
EVERYONE
E
CONTENT RATED BY
ESRB

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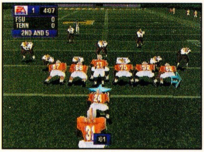
www.playstation.com

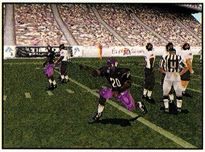
Legend of LEGAIA™

A deadly mist grips the land. In its wake lies a decomposing herd of corpses. In its path are the last remaining outposts of civilization. To save them, you must fend off an army of mad beasts, a giant monster and a mysterious wizard who will stop at nothing short of total annihilation. The secret that you will discover lies in the Genesis trees. Can you find and save all the trees? Or will you be taking one last breath before the long dirt nap?

PlayStation®

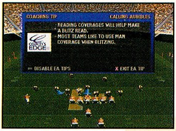
Theme: Sports
# of Players: 1-4
Publisher: Electronic Arts
Developer: Tiburon
Availability: August
URL: www.easports.com





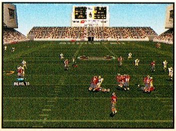
NCAA Football 2000

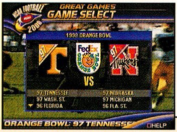
EA plays it safe with last year's football surprise



COACHING TIP CALLING AUDIBLES

READING COVERAGES WILL HELP MAKE A BLITZ READ. MOST TEAMS LIKE TO USE MAN COVERAGE WHEN BLITZING.





220

The number of real college teams, composed of 140 division 1-A and 1-AA teams and 80 classic squads.

The "Coach's Edge" gives pop-up football lessons during gameplay to teach beginners the ins and outs of the game (top).

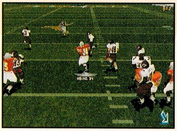
Last year's NCAA Football was one of 1998's biggest PlayStation sports surprises, thought of by some as the sports game of the year (*Electronic Gaming Monthly*, our sister publication, gave it that honor, in fact). Such an impressive showing has pressured EA Sports to improve their collegiate franchise while ensuring that the key elements that made it so playable don't get lost in the process.

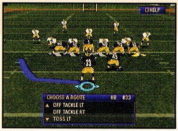
After playing this nearly finished version of the game it became pretty obvious (while we were squinting to find hints of improvements) that EA Sports' game plan this year is to play it safe with NCAA Football 2000. If everything comes together as expected, this will be a slightly more polished game than its predecessor in terms of its graphics, gameplay and presentation.

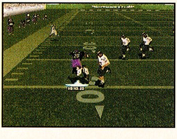
While the faster game speed and frame-rate should be very noticeable, the players look practically identical to those in last year's game (which is to say, pretty good), but there are many new player animations that lend the on-field action a more authentic feel. These players will also react more realistically on the field: EA is taking steps to improve the artificial intelligence, but they are being cautious about making the computer too cunning, since one of the things that NCAA 99 fans loved was the game's high-scoring, offensive nature. Players can still expect beefy scores, but should also expect a tougher running game and tighter pass coverage.

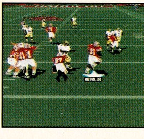
All the features that helped make the previous year's NCAA Football a splash have been further fleshed out, allowing you almost total control over your favorite school's athletic program. If you're bitter at your college, or just didn't bother going (couldn't take a break from playing games?), you can create a school from scratch and customize a variety of things including their uniform colors, fight songs and the enrollment size. Once that's done, it's up to you to bring your school some glory by delving into the game's suffocating Dynasty Mode that allows you to develop Red-Shirted players, recruit prospects and build your program over the span of several years. And once you're successful, the big Bowl payoff is as authentic as possible, thanks to the NCAA Football's licensing of all 23 NCAA Bowl games. Hell, maybe you can even help one of your prospects blossom into a Heismann Trophy winner so he can repay you by leaving your squad to make big bucks in the NFL (in fact, NCAA players can be used in Madden NFL 2000).

Right now, it looks like EA is on track to give NCAA fans more of what they liked, but at an even deeper level. Check out the next issue of *OPM* to see how it stacks up against the competition.

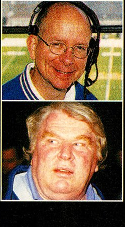








Improved player animations help you feel like you're really playing an NCAA game.



EA's Siskel & Ebert

Proving the theory that EA Sports pigskin games need old football announcers associated with their games is NCAA Football's featured voice announcer Chuck White, of Rose Bowl commentating fame. While he's not quite as large or popular as John Madden (his NFL EA counterpart), good ol' thin Chuck holds down the football fort just fine.

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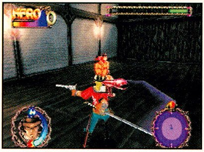
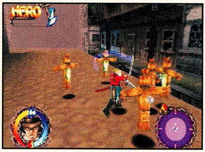
REFLECTIONS

TEEN
T
CONTENT RATED BY ESRB

GT Interactive Software
www.gtgames.com

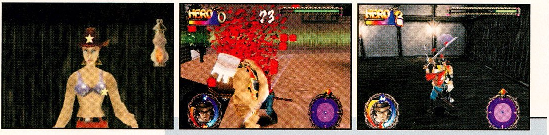
Theme: Action
# of Players: 1
Availability: September
Developer: UEP Systems
Availability: Agetec
URL: www.agetec.com





Rising Zan: The Samurai Gunman

Gun-slinging, sword-slashing, side-splitting sexy fun

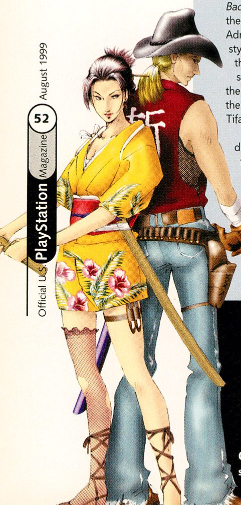


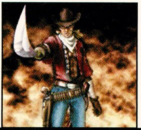
Deputize me. Please (left). Now, what would an anime-influenced samurai game be without blood (center)? The flashier the kill, the higher you score (right).

Taking the lead in this year's contest for the most bizarre marketing tag line, Zan, the title character of Agetec's forthcoming Rising Zan: The Samurai Gunman, is described as a "super ultra sexy hero." Well, OK—the samurai bit is pretty cool, in that whole Akira Kurosawa way, and gunslingers have always been pretty hip since *The Good, the Bad, and the Ugly* first rocked theaters. But "super ultra sexy"? Admittedly, Zan has quite a bit of style for man who's always on the road, but is his suave sullenness enough to draw the eyes of gamers away from the likes of Lara Croft and Tifa Lockhart?

Unfortunately for our pimp-daddy protagonist, robots don't find him quite as sexy as we do. The game itself centers around Zan's quest for vengeance after his dear father was brutally murdered by evil androids. Now, while that may seem a little cliché, you have to dig the setting: the 1800s Wild West. Zan will face down 10 levels set primarily in the age of gunslingers (with the occasional foray into Japanese shrines and the addition of an Asian motif), with each level culminating in a wild boss encounter. Zan really gets to strut his stuff here; the more flamboyantly you defeat each boss, the higher your score goes.

Tongue-in-cheek marketing aside, Rising Zan is a third-person action title with a decidedly anime atmosphere, scads of wicked attacks, and a certain sort of roguish charm that belies its somewhat grainy appearance. Fortunately for soon-to-be fans of Zan's sexiness, Agetec is cleaning up the engine for the U.S. release in September, much in the same way Activision reworked Tenchu. And a good thing this is—Rising Zan is the sort of over-the-top anime slash-'em-up the action genre has needed for some time. With a little spit and polish, Rising Zan has the potential to be a "sexy" star in Agetec's fall lineup.





It's All About Sex Appeal

What makes Zan so "sexy"? Is it the floppy western hat that covers his smoldering gaze? Is it the mysterious Chinese symbol he flaunts so audaciously on the back of his jacket? Or could it be that intangible aura of confidence and arrogance that makes Hollywood types so attractive? This previewer polled scores of women and men in an attempt to find out.

3/10 women felt that he wasn't sexy and that Agetec's PR department was on something funny.

3/10 women said that it had to be the hidden gaze and the wicked glint in his eye.

2/10 women said that it was definitely the hat.

1/10 women said it was the whole cowboy look plus the "big sword."

2/10 men tried to beat the pulp out of the previewer.

Swords and Shotguns and Sexiness, Oh My!

Although the idea of melding the Wild West mythos with that of the Japanese samurai may seem a bit bizarre, the two genres actually have quite a bit in common. The appeal of both mythologies lie in their loner anti-heroic protagonists who overcome great odds to uphold their strange breed of honor, much as Zan does. It's no great secret that both samurai movies and Wild West movies have had some influence on each other; the American classic, The Magnificent Seven, is simply a Wild West retelling of Akira Kurosawa's The Seven Samurai. More recently, we've seen a melding of the two genres in 1993's Samurai Cowboy, starring Japanese pop star Hiromi Go, and in Satoshi Shiki's popular manga "Riot." Japan and America may seem miles apart culturally, but we share a love of imperfect heroes that simply go out and get the job done.

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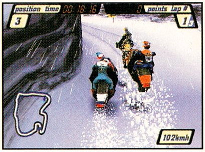
Theme: Racing
# of Players: 1-4

Availability: Q3 99
Developer: EA Canada
Publisher: Electronic Arts
URL: www.ea.com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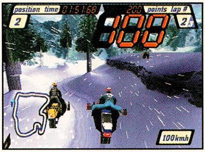
3
1
102kmh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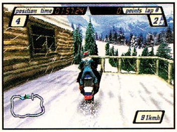
200 points lap #
2
2
100kmh

Sled Storm

It's like motocross on ice!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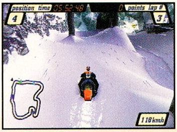
4
2
91kmh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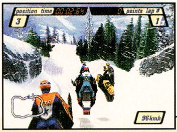
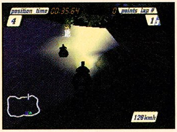
4
3
118kmh


position time 00:02:64
0 points lap #
3
1
96kmh

14

courses in Sled Storm: eight "Open Mountain" and six Sno-Cross tracks.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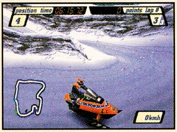
4
1
126kmh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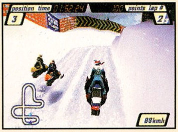
4
3
0kmh


position time 01:52:24
100 points lap #
3
2
88kmh

Iced Zombie

Following the lead of many recent extreme sports titles, Sled Storm is recruiting a roster of big-name musical artists to contribute to the soundtrack. Most notable of these is the infamous Rob Zombie; other artists include Econoline Crush, UberZone and E-Z Rollers.

If motocross racing is just too dry for you, prepare yourself for Sled Storm, EA's take on one of the hottest—er, coldest—up-and-coming "extreme sports," snowmobile racing.

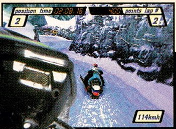
Due to the unusual terrain (and the unusually low friction coefficient), the physics of snowmobiling are significantly different from what you're used to in traditional motocross games. Sled Storm exploits these differences with a game engine that's realistic enough to be challenging and arcadey enough to be fun. The vehicles handle differently depending on the particular terrain: The main track is generally well-packed, well-behaved snow, but alongside the main drags you'll find softer, powdered snow that will cause your vehicle to slow a bit as it digs in and have more of a tendency to lean on tighter turns. Even more hazardous are the frequent ice patches, which as you'd expect make controlling your ride even more of a challenge. You'll also run into mud patches and bare rock, and each will affect the vehicle differently.

The eight "Open Mountain" courses are filled with huge jumps, life-threatening drops and plenty of environmental hazards like slick ice patches and inconveniently positioned (and unpleasantly immobile) trees. And the six SnoCross tracks are littered with plenty of tight turns, ramps and the like. What's most interesting about the mountain courses is the abundance of alternate routes and shortcuts. These paths aren't just parallel, but instead will often cross over and completely bypass entire sections of the main course. Some are even hidden behind snowdrifts, so there's plenty of motivation to replay the courses.

Also interesting is the night racing mode, which reproduces the claustrophobic feeling of an unlit mountain course surprisingly well—though the lighting effects are somewhat erratic on this early version.

And of course, what would an extreme sports game be without an arsenal of tricks? Sled Storm includes a repertoire of more than 50 tricks and trick combos, for which your racer will be awarded points that can be used to upgrade and customize your sled.

With two- and four-player competitive modes, Sled Storm looks to be a solid, well-rounded racing package. We're looking forward to seeing the graphic glitches ironed out, as well as seeing the full complement of courses. And you should be able to sample this taste of winter before summer's end.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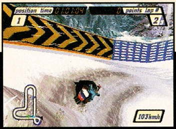
2
2
114kmh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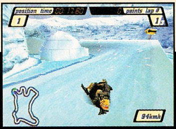
1
2
103kmh


position time 00:17:60
0 points lap #
1
1
94kmh

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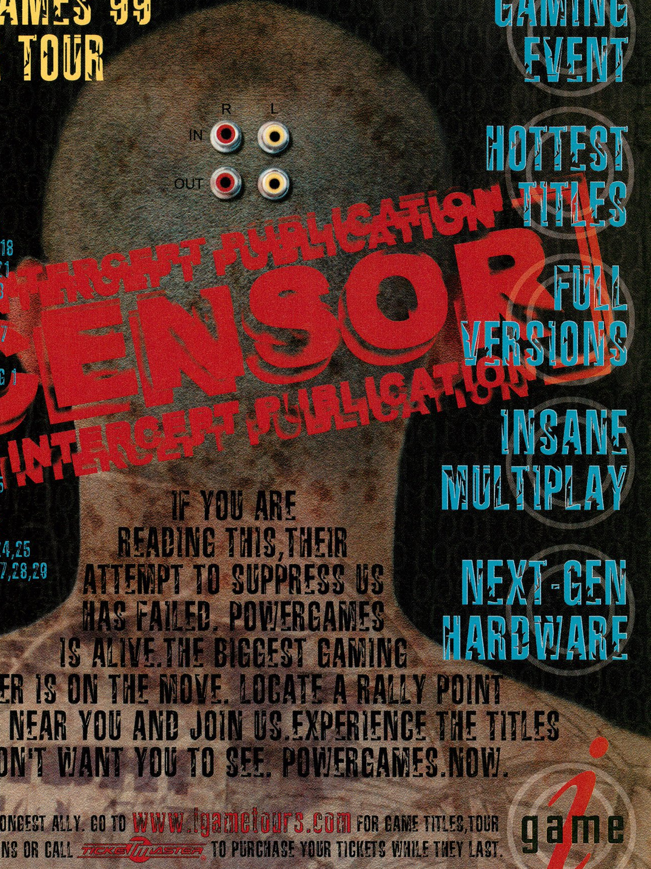
TAMPA JUL 12,13
ORLANDO JUL 14,15,16
JACKSONVILLE JUL 17,18
PHILADELPHIA JUL 20,21
NEW JERSEY JUL 22,23
NEW YORK JUL 24,25
LONG ISLAND JUL 26,27
HARTFORD JUL 28,29
BOSTON JUL 30,31/AUG 1
CLEVELAND AUG 3,4
COLUMBUS AUG 5,6
INDIANAPOLIS AUG 7,8
CHICAGO AUG 9,10,11
ST. LOUIS AUG 13,14,15
DENVER AUG 17,18
PHOENIX AUG 20,21,22
LOS ANGELES AUG 23,24,25
SAN FRANCISCO AUG 27,28,29
SAN JOSE AUG 30,31
PORTLAND SEP 2,3
SEATTLE SEP 4,5,6



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i game

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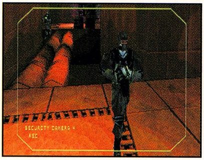
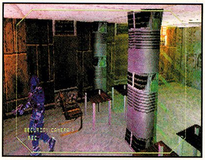
Theme: Adventure
# of Players: 1

Availability: Q1 2000
Developer: Silicon Knights

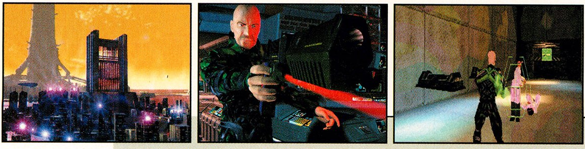
Publisher: EA/MGM
URL: www.ea.com



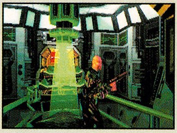


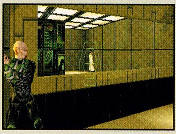
Too Human

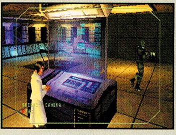
A psychological cyberpunk thriller from ex-goths Silicon Knights



Dense, atmospheric cutscenes reveal Too Human's cyberpunk story as you progress through the game (above).







The year is 2450. John Franks, an undercover police officer, is conducting an investigation into the death of a fellow cop. At first it seems almost routine, but before long Franks is sucked into a world of high-tech corporate espionage. And it doesn't stop there.

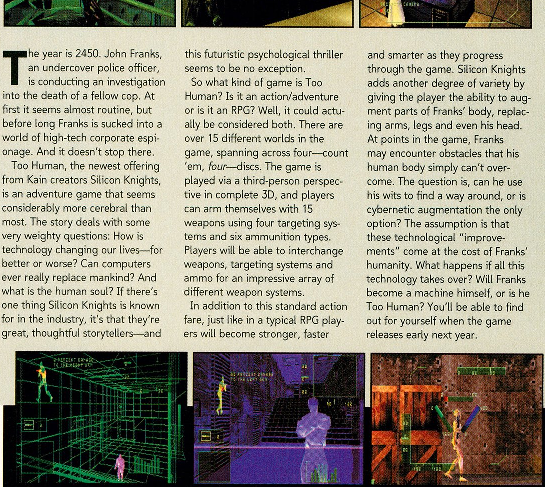
Too Human, the newest offering from Kain creators Silicon Knights, is an adventure game that seems considerably more cerebral than most. The story deals with some very weighty questions: How is technology changing our lives—for better or worse? Can computers ever really replace mankind? And what is the human soul? If there's one thing Silicon Knights is known for in the industry, it's that they're great, thoughtful storytellers—and this futuristic psychological thriller seems to be no exception.

So what kind of game is Too Human? Is it an action/adventure or is it an RPG? Well, it could actually be considered both. There are over 15 different worlds in the game, spanning across four—count 'em, *four*—discs. The game is played via a third-person perspective in complete 3D, and players can arm themselves with 15 weapons using four targeting systems and six ammunition types. Players will be able to interchange weapons, targeting systems and ammo for an impressive array of different weapon systems.

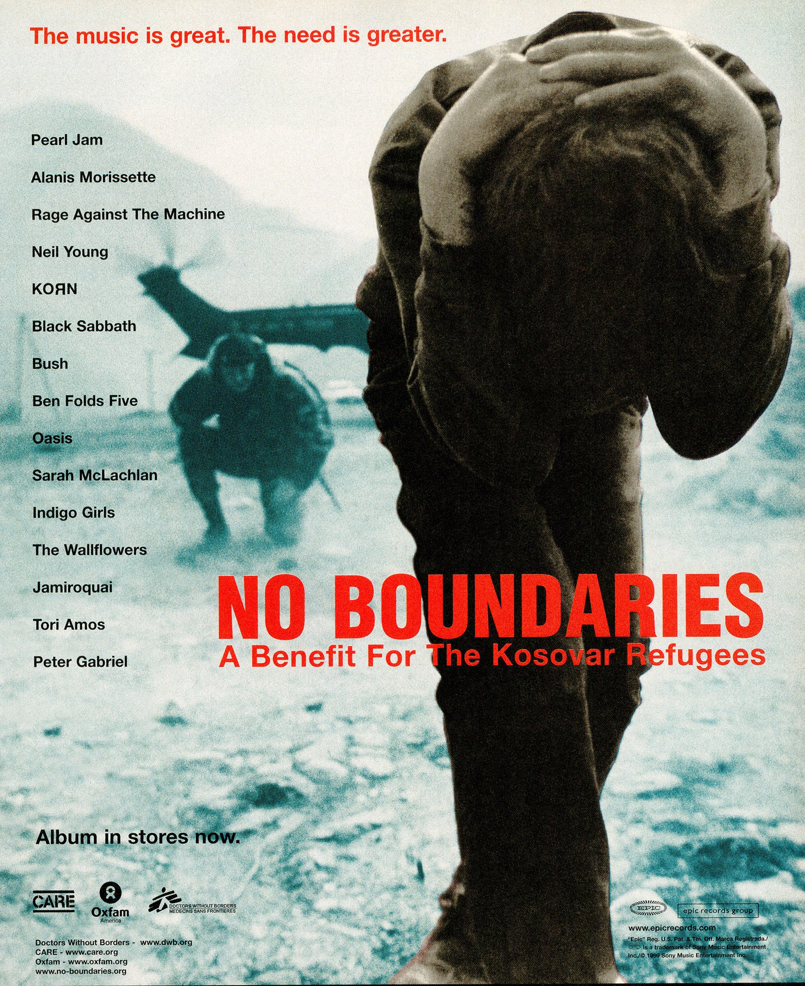
In addition to this standard action fare, just like in a typical RPG players will become stronger, faster and smarter as they progress through the game. Silicon Knights adds another degree of variety by giving the player the ability to augment parts of Franks' body, replacing arms, legs and even his head. At points in the game, Franks may encounter obstacles that his human body simply can't overcome. The question is, can he use his wits to find a way around, or is cybernetic augmentation the only option? The assumption is that these technological "improvements" come at the cost of Franks' humanity. What happens if all this technology takes over? Will Franks become a machine himself, or is he Too Human? You'll be able to find out for yourself when the game releases early next year.

Who Are the Silicon Knights?

When Blood Omen: Legacy of Kain was released for the PlayStation back in 1996, it was a uniquely morbid role-playing game with an incredibly dark theme and feel. Creator/developer Silicon Knights had delivered a game that not only told an intriguing story of a vampire out for revenge, but also gave players a visual experience they never forgot. Now, after three years in development, Silicon Knights is ready to unveil their next PlayStation game.


0 PERCENT DAMAGE TO THE RIGHT ARM
30 PERCENT DAMAGE TO THE LEFT ARM

Various interchangeable targeting and scanning systems (that provoke *Predator* flashbacks) give Too Human's interface a look and feel all its own, while adding depth to the game.



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Alanis Morissette

Rage Against The Machine

Neil Young

KOЯN

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Ben Folds Five

Oasis

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The Wallflowers

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CARE - www.care.org
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www.no-boundaries.org

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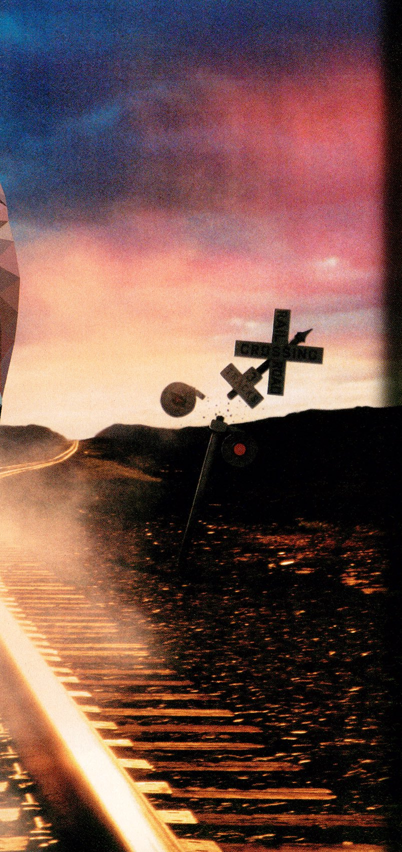

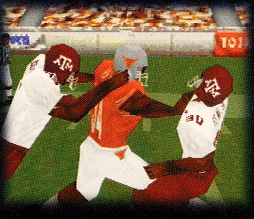

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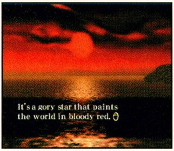
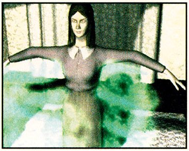
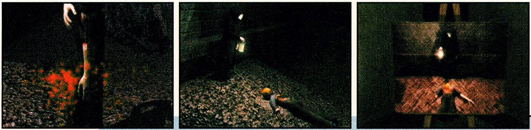
Theme: Adventure
# of Players: 1
Availability: October
Developer: Will
Publisher: Jaleco
URL: www.jaleco.com





Juggernaut

Myst gets macabre in Jaleco's forthcoming horror adventure game



After you exchange your rotting body to gain entry to a castle, the scene fades and turns into a painting. Reality, or just another illusion?

Talk about a grave responsibility! First, you unwittingly send your dear girlfriend's soul into the depths of hell with your gift of a small bottle purchased at an antique shop. Apparently an evil force had been sealed within that precious little bauble, and dear Sarah somehow set it free.

Then you get a call from a strange priest who doubles as an exorcist. "Only you can expel the evil force from her soul," he says when you arrive at Sarah's house. (Which, by the way, is permeated with a "sickening smell." Yum.) So you enter Sarah's soul on a mission to save your love. And if you fail? Both of you get to enjoy eternity as the devil's slaves.

Such is the setup of Juggernaut, a dark and moody point-and-click-style adventure that's set to hit stores in October. Think of Myst with a Halloween mask and you'll have a good idea of what this game's like.

Like Myst, Juggernaut is all about puzzles. Stumble upon a record just sitting on the ground, for example, then find a record player for an audible clue. Or place a painting of a landscape on an easel to open up a pathway where a dead end used to be. The puzzles seem to be more tricky than challenging, requiring persistence and patience rather than reasoning skills and brainpower—at least in the first few hours of gameplay that we sampled.

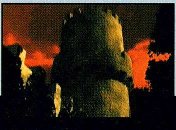
But unlike some adventure games, where you'll often find yourself wandering around looking for clues, Juggernaut features levels designed to keep you focused on the tasks at hand. Puzzles are contained within limited, manageable environments, and if you get disoriented or lost you can quickly pull up a small map with a press of a button. (While we've only seen a small portion of the game, Jaleco assures us that the remainder of Juggernaut has a similar structure.) Unfortunately, this also leads to a much more linear game with little or no need for backtracking or exploration.

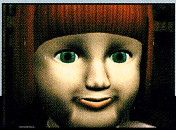
Juggernaut's varied soundtrack helps enhance the game's dark feel. At one moment you might be listening to a rich, melodic score or the somber sound of monks chanting, while at other times you'll hear only ambient noises like tropical birds chirping off in the distance. The graphics are dark and gritty as well—although that's not always a good thing, as atmosphere is no excuse for sometimes mediocre backgrounds and cinemas.

With only a few hours of gameplay, it's much too early to tell whether Juggernaut can stand among recent horror-based hits like Silent Hill or the forthcoming Resident Evil 3. But with three discs of puzzle-filled spookiness, Juggernaut is definitely one to watch for fans of terror titles.

Random Encounters

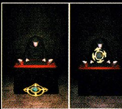
Thought the path to hell would be populated with demons and other nasties? Well, you'd be wrong if the vision of Juggernaut's creators is correct. You see, the devil's playground is populated instead with items like record players, landscape paintings and pocket watches. Oooh, spooky.



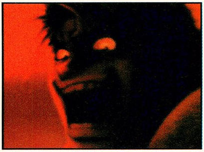


No Mouse Needed

While most point-and-click-style adventure games practically call out for mouse support, Juggernaut has incorporated a simple yet effective interface that works just fine with a standard controller. At the bottom of each screen is a cursor with arrows that point in possible directions; a simple tap on the D-pad moves your character to the next screen. But if there's something on the screen that requires further interaction, then pressing up on the D-pad calls up a second cursor that rotates when it lands on the relevant items.

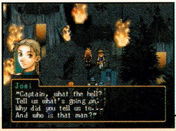


Theme: RPG
# of Players: 1
Availability: August 1999
Developer: Konami
Publisher: Konami
URL: www.konami.com



Suikoden II

Kingdoms come and go, but revolution is forever



"Captain, what the hell? Tell us what's going on! Why did you tell us to... And who is that man?!"

Little does our intrepid hero know that things are about to take a drastic turn for the worst.

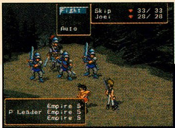
108

The number of "Stars" that can be found and added to your army, just as in the first game. New faces include a vampire, several flying rodents, and one of Juppo's robots. Weird stuff.

Released as one of the first RPGs in the PlayStation's life cycle, Suikoden went on to sell quite a few copies and garner a good reputation among fans of the genre. The game featured a clean interface, a good story and 108 different potential army members to find (who could join together during battle to unleash devastating special attacks), as well as a rock-paper-scissors large-scale battle engine outside of normal party combat. Players even had the chance to create their own stronghold for the ever-growing resistance movement, and watch it evolve and grow as they progressed through the game. Despite its abbreviated play and somewhat simplistic sprite-based graphics, Suikoden appealed to many gamers looking for a unique RPG experience.

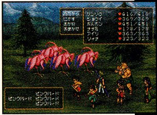
Fans of that title, then, will definitely be pleased with Suikoden II, set to arrive in stores this August. While the game system hasn't changed significantly—the one-on-one and full army battles still remain—the new graphics, improved artwork and lengthier overall play time rectifies the few shortcomings found in the original. Best of all, the story in part deux is a direct sequel to that of the original, taking place just after the final battle. As the hero, you and your companions are betrayed and ambushed as you depart the battlefield, only to survive and find yourself hotly embroiled in the middle of a new conflict. So much for the peaceful implications of the first Suikoden's ending; you just can't keep the forces of evil from sneaking back onto the scene. With the stage thus set, Suikoden fanatics can expect deeper character development and more surprising plot twists than ever before.

In Japan, Suikoden II has already proved a resounding success, selling around 400,000 copies—which is no small feat in the RPG-saturated Japanese market. Over here, Konami hopes to replicate their success, and, if the positive reaction of our Eastern friends is any guide, it's not likely to be a problem. Long live the Liberation Army!



"We can finally go home. We never went to the front line and I'm glad.

ボンソウどの、よろしければ 出陣の合図をお願いします。」



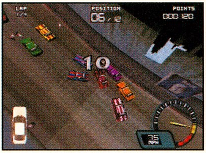
Battles are conducted from the familiar three-quarter perspective (above), but now the graphics and animation are even more detailed.

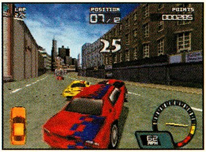
Why It's Smart to Save, Part One

It's been a while since Suikoden came out on these shores, but some of you may still have saved games from the original. If you do, and you found all 108 Stars, save your Suikoden II data to the same card and look for the return of a familiar face—it's Gremio! Not even three years' time and a fresh game can keep a butler down, it seems. On top of that, you can use the hero of the original game as a playable character, with his old statistics, even though he doesn't count toward your Star total.* Also returning are your old pals Flik the Swordsman, Valeria the Archer, Kasumi the Ninja Girl, and a host of other favorites. Suikoden II is definitely a sequel in every sense of the term.

*** NOTE: THIS INFORMATION IS TRUE FOR THE JAPANESE GAME. IT MAY BE CHANGED IN THE U.S. VERSION.**

Theme: Action
# of Players: 1-2
Availability: Q4 99
Developer: Pitbull Syndicate
Publisher: Accolade
URL: www.accolade.com

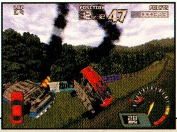


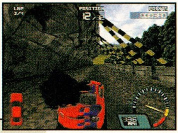


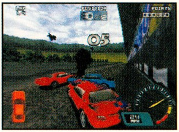
Demolition Racer

Trash your car with no hassles from the insurance company

As the hits are taken, the car not only looks damaged, but sounds damaged, too. Right now, this sucker is rattling worse than Grandpa on a smoggy day.







Consider the car. With its internal combustion engine, it has revolutionized modern transportation and irrevocably altered our perception of distance. It is a machine of evolution and elegance, and a powerful metaphor for the industrial age. It's also a heckuva lot of fun to trash.

Development house Pitbull Syndicate, via Accolade, understands our deep-seated pathological desire to mangle, crush and utterly obliterate our greatest creations. Nobody should be surprised, then, that they bring us Demolition Racer, a full-blown crash-'em-up licensed by the Demolition Derby Association. After all, the team behind this forthcoming title is staffed in part by the good folks who brought you Destruction Derby 1 and 2, arguably the spiritual fathers of this fledgling genre.

Sporting rock-solid 30-frames-per-second action, over-the-top physics, and up to 16 cars on a single track, Demolition Racer is no slouch when it comes to utilizing the PlayStation's technology. Advanced damage models and a variety of weather conditions demonstrate the detail that's being implemented throughout the game. The 15 courses sport a number of alternate routes and range in flavor from gritty urban locales to muddy rural stadiums. Four play modes—including a standard demolition derby race mode, the brutal Last Man Standing crunch-a-thon, and a high-speed amateur stock car variant—should provide plenty of venues for those of us who wish to express our road rage in a variety of ways. Finally, a two-player mode (both horizontal and vertical split-screen available) will let you lock fenders with a buddy on the course of your choice.

With a soundtrack by Tommy Tallarico, and featuring cuts from Fear Factory and Empirion, Demolition Racer should prove to be a smashing (ha) good time when it rolls out later this year.

8 basic car body types are included in Demolition Racer for you to crumple beyond recognition.

License to Destroy

Although Demolition Racer doesn't feature any licensed cars, it's still good, unwholesome fun for those of us tired of being cut off on the expressway or trapped behind Grandpa and Grandma Hillbilly in their monstrous recreational vehicle. Still, we couldn't help but feel that a few licensed "classics" might make the demolition derby experience a tad more entertaining. Here, then, are the Top Five Real Cars We'd Like to See in a Demolition Derby Game:

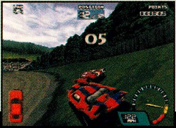
5 **1984 Chevrolet Camaro.** Throw in a polygon model of a wannabe hipster behind the wheel for an added bonus.

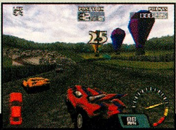
4 **1988 Ford Aerostar Minivan.** The archetype of all yuppie vehicles must be purged.

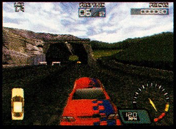
3 **1986 Buick Skylark.** We know, we know. Your parents wouldn't get you anything else.

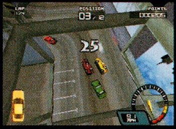
2 **1998 Kia Sportage.** It just ain't right.

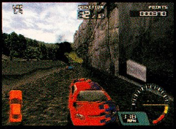
1 **The Volkswagen Thing.** Crush all the above in the ugliest car ever built. Yummy.

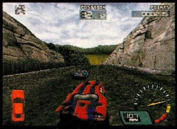




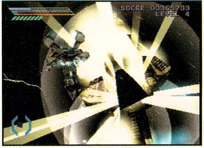


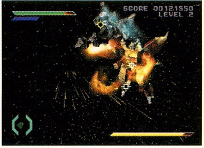






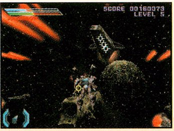
Theme: Action
# of Players: 1
Availability: September
Developer: Polyphony Digital
Publisher: Sony CEA
URL: www.playstation.com

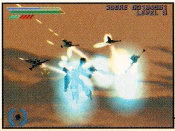


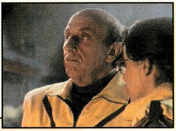


Omega Boost

Graphics so amazing you'll boost right in your pants







Whoa, FMV with live actors? Haven't seen that in quite a while, but Omega Boost uses real people combined with some nice CG for its intro.

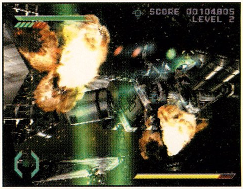
There are two types of people in this world—people who dig giant fighting robots and people who don't get what all the fuss is about. In Japan, where most people fall squarely into the first category, games featuring the huge metal gladiators are 12 yen a dozen (12 yen = 10 cents), but rarely do they make it over to America. Luckily Omega Boost isn't just any big robot title—its straightforward arcade-style gameplay and incredible graphics ensure it a much wider audience.

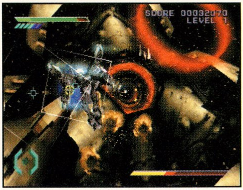
What puts the "Boost" in Omega Boost is definitely its amazing graphics. Developed by Polyphony Digital, the same people who made Gran Turismo (certainly no slouch in the looks department), this game has visuals that push the PlayStation as far as it has ever gone. Giant swarms of missiles, each one leaving behind a trail of smoke, zip toward you; tiny sparks shoot in every direction as you riddle enemies with lasers; and huge boss creatures fill the screen, sailing past you and then burrowing back into the ground, tiny bits of sand flying everywhere. All this, plus the entire game screams by at 60 frames per second, adding to the intensity of the already frantically fast gameplay.

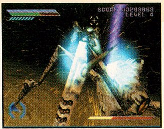
So is Omega Boost a free-roaming or on-rails shooter? Well, actually it's a little of both. You can fly in any direction you want, but enemies will attack you in the same order no matter where you are. This wide range of motion is particularly worthwhile when you're fighting larger ships or bosses, as you can fly 360 degrees around them while you attack.

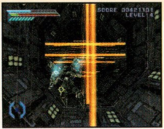
But because of this full freedom of movement, controlling your robot can be quite confusing at first. Luckily, with buttons for auto-orienting your ship toward the enemy and a small radar screen telling you which way you are facing, no one will have a problem for long. Attacking is simple—press the X button for a single shot or hold it down and pass it over an enemy for a stronger lock-on shot that fires when you let go. The number of targets you can lock on to increases depending on the rating you receive after each level, so the time it takes you to finish a stage and the percentage of enemies you destroy becomes more than just a matter of getting the high score.

Whether or not you have ever collected Transformers or have a "Giant Robo" poster on your bedroom wall, the breakneck speed and incredible visual effects in Omega Boost already makes it appear worth looking into, if only to see how far PlayStation graphics have come.





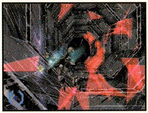


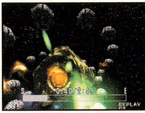


One level takes place inside a long shaft, where you have to dodge obstacles as well as shoot up the baddies.

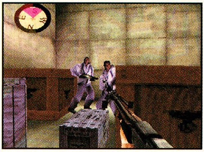
A la Modes

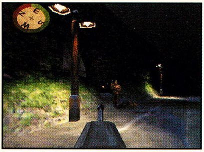
Omega Boost includes a practice mode (bottom left) to help you learn the controls, and a replay mode (bottom right), in which you can view the action on a level you just finished from one of many preset camera angles or manually control the camera yourself. You can even toggle fast-forward and slow-motion!





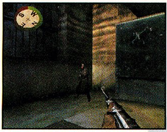
Theme: Action
# of Players: 1-2
Availability: Q4 99
Developer: DreamWorks
Publisher: Electronic Arts
URL: www.ea.com

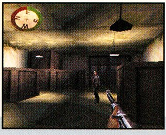


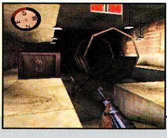


Medal of Honor

Spielberg takes his anti-Nazi crusade a step further







06·05·44

The date before D-Day, which is coincidentally the day that you're dropped behind enemy lines to covertly cripple the Nazi's before the Allies' big push at Normandy.

Achtung! There hasn't been this much sneaking around Nazi camps in video games since the original Wolfenstein on the Apple computer.

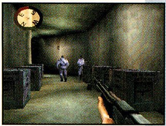
"I like to say that because he couldn't make the game, he made the movie," jokes Peter Hirschmann, developer of Medal of Honor at DreamWorks Interactive. He's referring to Steven Spielberg's *Saving Private Ryan*, a World War II movie which was coincidentally made right after DreamWorks shot down Spielberg's idea of making a World War II PlayStation game. The reasoning behind the decision was that they didn't feel it was the best game to make at that time. Perhaps they were right when the decision was made, but now World War II "entertainment" is en vogue, paving the way for the development of Medal of Honor.

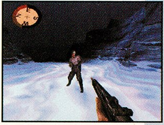
"I remember it like it was yesterday," Hirschmann reminisces of his meeting with Spielberg. "It was November 11, at 4:15. He came in and said he wanted to make this game, and he had tons of ideas, right down to the various weapons he wanted to see."

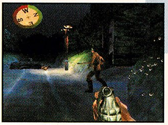
What Spielberg envisioned was a realistic look at the covert tasks faced by an elite Allied Special Forces (there was no CIA back then) agent during the war. To realize the amount of accuracy they wanted, DreamWorks looked to popular Hollywood military adviser Dale Dye, who got his start with *Platoon* and has most recently been involved with *Saving Private Ryan.* Dye had a lot of influence on the game, particularly with the weapons and even the goals of each mission. "He looked at some missions and said they were bullsh–t," says Hirschmann. The team then proceeded, with Dye's help, to construct authentic missions, some of which actually happened in the war.

All this research and direction was then poured into what's shaping up to be a methodical, realistic and intense first-person shooting game. While you have every right to be wary of how original a first-person shooter can actually be, take our word that Medal of Honor is like no game you've seen on the PlayStation. The diversity of gameplay is one of its most compelling features. At times, you'll find yourself mowing down Nazi's like you're playing Doom—but the real fun comes when you have to sneak around the place, picking off guards in the most discreet manner possible. If you're a little too loud, more guards are sure to come, making your missions harder. And missions aren't just confined to buildings. Many of them take place in large open areas, where you might have to take out a manned bunker, and then even use it to your own advantage once it's secured.

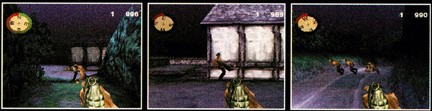
Obviously, this game is on the right track, but there's still a lot of work to be done. Look for a more in-depth preview of this promising title as it gets closer to completion.





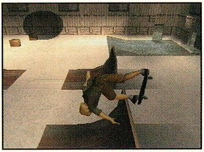


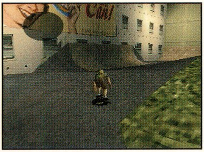
The Fine Yet Stressful Art of Grenade Defense



Unlike in most games, the Nazi guards in Medal of Honor won't open their mouths and willingly eat your grenades. In fact, depending on the situation, the guard may kick or throw the grenade back at you, and if he's feeling particularly noble in a crowd of his buddies, he'll dive on the thing himself. Some of these guards aren't too bright (that's why they're guards, right?), however, and they'll often mistime their throw or kick, and blow themselves to hell in vain.

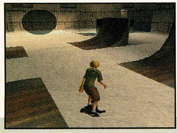
Theme: Sports
# of Players: 1-2
Availability: December
Developer: Z-Axis
Publisher: Rockstar Games
URL: www.rockstargames.com

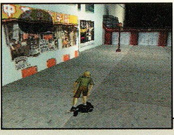


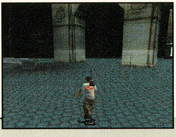


Thrasher: Skate and Destroy

Rockstar gets serious about skating







The levels include landmarks to identify the real-world locations they're based on, like this arch in New York's Washington Square Park (left).

After waiting nearly four years, game designers are starting to get serious about skateboarding games on the PlayStation. Now Rockstar is releasing a game that might be considered a skateboarding *simulation*, and at this point it seems to be easily the most realistic—and challenging—skater yet.

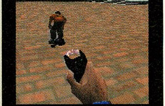
Drawing on the brand recognition of *Thrasher Magazine* (which since the '80s has been considered by many to be THE skate mag, period) and an impressive stable of board, clothing and shoe licenses, Thrasher: Skate and Destroy gets the atmosphere going right from the start. But supporting this attitude is a realistic engine made for those who take their skating very seriously.

Competition takes place within 12 large arenas, most of which are modeled after real-life skating hot spots, like San Fran's China Banks or New York's Washington Square. There are even several international locations.

But realistic courses don't make a skating sim; for that you need a career mode in which your skater slowly works through a competitive circuit in the hopes of turning pro. Along the way, you'll travel to all these aforementioned locations, gradually building a reputation and earning more lucrative sponsorships. For example, if you perform well at the local level you may be sponsored by a local skate shop; continue on and you'll start picking up endorsement deals from real-life, well-known board and clothing manufacturers.

You also need a solid arsenal of tricks, and Thrasher's trick system uses a simple, versatile interface to generate dozens of possible combinations. Making things more challenging is the need to properly set up a landing and hit a button to execute it. As the designers point out, actually landing a trick is half the challenge, and they wanted the game to reflect that.

Expect further updates as the game nears its December release.



A scored run lasts two minutes, after which Officer Johnny Zapsalot shows up with his taser and puts an end to your fun. But if you can keep away from him for a time, you'll earn bonus points for tricks performed while being pursued.

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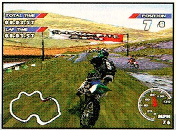
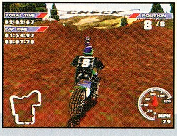
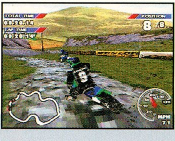
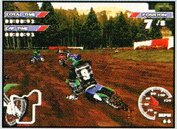
Championship Motocross Featuring Ricky Carmichael

Theme: Racing
# of Players: 1-2
Availability: August
Developer: Funcom
Publisher: THQ
URL: www.thq.com









Endorsement 101: Brevity

When asked at this year's E3 what he thought of the game, 19-year-old Ricky Carmichael's reply was admirably succinct: "It's really realistic."

Formerly called D.I.R.T., Championship Motocross Featuring Ricky Charmichael (whew!) is a 3D motocross game that gives you an interpretation of the sport that's more realistic—and more comprehensive—than any title we've seen before. But such things can only be expected when one of the hottest up-and-coming names in motocross is helping design your game.

First off, the game has 12 unique tracks: Five are motocross, four are supercross, and three are enduro-based courses. For each course you'll need to pick one of three different bikes: a 125cc, a 250cc and a 500cc. Picking the right bike for a track is essential. The 125cc bikes are better suited for courses with a lot of turns, while the more powerful 500cc bikes are better for tamer tracks with lots of straightaways.

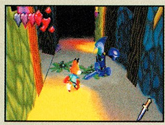
The control is fairly responsive and intuitive. But there is a little play in the control so that you get that squirrely feeling, like the bike's going to pop out from underneath you at any moment. Combined with the complex rider animations, this helps give the game its realistic feel; it actually does seem like you're handling a powerful piece of machinery. You can expect to take plenty of tumbles as you get the hang of the controls.

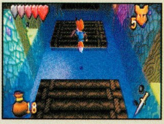
Helping contribute to the realism is an extensive Championship Mode and a comprehensive array of bike options that let you customize your ride to fit the course and your driving style.

We're looking forward to seeing more of this challenging title as it approaches its release.

Kingsley

Theme: Action
# of Players: 1
Availability: Q3 99
Developer: Psygnosis
Publisher: Psygnosis
URL: www.psygnosis.com



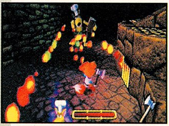


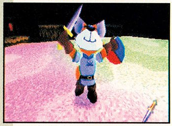
Cute. That's the first word that comes to mind when you boot up Kingsley, a 3D platformer from the folks at Psygnosis. Starring a young fox who wants to become a knight, Kingsley follows in the pawprints of games like Spyro and Croc, which feature little creatures performing big deeds.

But even more so than those other titles, Kingsley seems geared toward younger gamers. Kingsley's world is populated with brightly colored creatures who help guide the fox tot on his quest. These odd creations—a tall, green sea creature that looks more like a pickle than a fish, for example—speak in a high-pitched gibberish (with text translation provided, of course), much like the voices in Klonoa. And even the bosses look like they'd make great cuddly plush toys, despite the fact that they're trying to kill you.

But for a game that's geared toward children, Kingsley currently suffers from some problems that would vex gamers of any age. Analog control is much too sensitive, making precise turns and movements difficult. The game's camera aggravates this problem by making it difficult to see edges and obstacles or to refocus so you can square off against an enemy. Moreover, Kingsley himself seems to suffer from an acute case of tunnel vision coupled with near-sightedness, as the game often renders areas immediately to the side and front of the fox in a pitch black that quickly fades with each step forward.

There's always room for another good 3D platformer, especially one that's potentially as endearing as Kingsley. But Psygnosis surely has its work cut out with this one. Hopefully, with some effort, Kingsley might turn out to be a solid game.

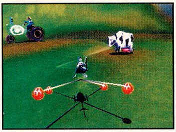


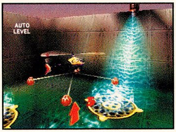


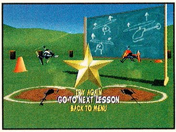
Aww...sooo precious...but also deadly with a dagger.

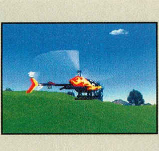
R/C Stunt Copter

Theme: Action
# of Players: 1-2
Availability: October
Developer: Shiny
Publisher: Titus
URL: www.titusgames.com









Although it's been much delayed, the time couldn't be better for the upcoming release of Shiny's innovative simulation game, R/C Stunt Copter. Why? Well, the game is designed with dual analog control in mind, and the ubiquity of Sony's Dual Shock will no doubt make it easier for gamers to purchase this one without having to buy a new joypad.

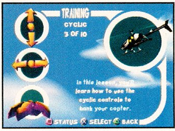
Using the two analog sticks in a control scheme that mimics a real radio-controlled helicopter, players make their way through a variety of minigame-style missions ranging from landing the helicopter on hard-to-reach pads to shooting balloons to hovering over drainpipes and racing between football goalposts. There are also free-flying areas, a two-player mode (which we haven't yet sampled) and a training mode (see sidebar).

The control is quite sensitive and requires extreme precision to be mastered (much like real R/C flight toys). But although the learning curve is steep, the game has a way of sucking you in: You'll be attempting flight after flight, trying to better your score or increase your skills.

Fans have been patiently awaiting this title, and they'll need even more patience when playing the game. But is it worth the wait? We'll be able to let you know soon when we see a review copy.

Theory of Flight

Novice R/C pilots, don't despair! Shiny is including a 10-level training mode that's as fun as playing the game itself. And hey, it's educational too. Plus, completing these levels with the highest marks unlocks advanced copters that can be used throughout the game. Cool!



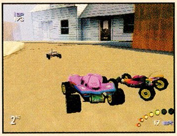
In this lesson, you'll learn how to use the cyclic controls to bank your copter.

Re-Volt

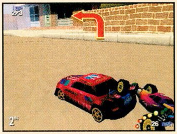
Theme: Racing
# of Players: 1-4
Availability: Q3 99
Developer: Iguana Europe
Publisher: Acclaim
URL: www.acclaim.com

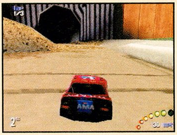
While it's true that the racing genre is as crowded as a Midwestern fair on Free Beer Day, every now and then we see a title emerge from the generic mass that features a theme distinctive enough to merit attention. Re-Volt, developed by Iguana Europe, is one of those racers.

In Re-Volt, you take control of a remote control car freed from the confines of mere toydom by a magical force. Released at last from the shackles that bound you to tyrannical children concerned less with racing and more with ramming the household chihuahua, you decide to engage in a little frolicksome competition with your fellow RC libertines over 14 tracks in seven different locales. The course environments range from toy stores stocked with bumpable beach balls, to eerie museums and muddy backyards. Secret routes and a myriad of power-ups are also available for the more intrepid RC racer, adding a little depth to conventional racing gameplay. And, should you tire of racing, a Mario Kart-esque Battle Mode awaits you and up to three other friends. Finally, a track editor is included for budding architects looking to recreate their favorite RC racing environments.



With five single-player modes and a vast wealth of secrets to unlock, Re-Volt promises plenty of replay value. Racing fans should lock their remote controls on Acclaim's frequency for this summer's release.

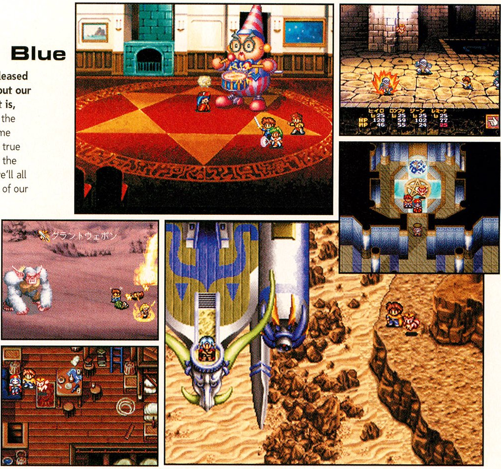


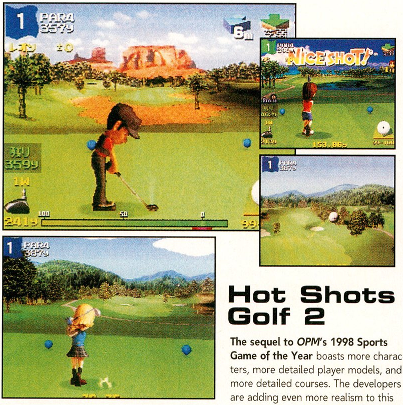


Lunar 2: Eternal Blue

Ooops! Fans of the first excellent Lunar RPG just released last month may have noticed something familiar about our gallery shots of Lunar 2: Eternal Blue last issue. That is, they were mostly shots of the original Lunar. Out of the four shots we ran, three of them were from the first game while only one was from the sequel. Which one was the true Lunar 2 shot? Quick, run and grab your issue—if you're the first one to write in and tell us which screenshot it is...we'll all have a hearty laugh and maybe stick your letter on one of our cube walls! So get crackin'!

Theme RPG | **Publisher** Working Designs
# of Players 1 | **Developer** Game Arts/ESP
URL: www.workingdesigns.com





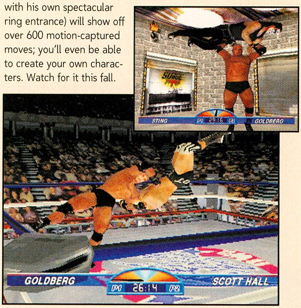
Hot Shots Golf 2

The sequel to *OPM*'s 1998 Sports Game of the Year boasts more characters, more detailed player models, and more detailed courses. The developers are adding even more realism to this deceptively cute game, with changing seasons and weather conditions that affect the way the ball is played.

Theme Sports | **Publisher** Sony CEA
# of Players 1-4 | **Developer** Camelot
URL: www.playstation.com

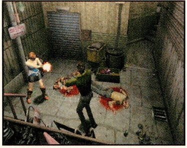
WCW Mayhem

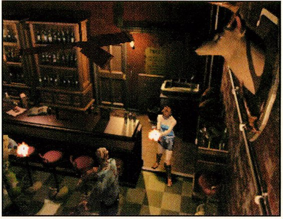
EA is stepping into the ring with their first foray into the mind-bogglingly popular world of professional wrestling. Over 50 wrestlers (each with his own spectacular ring entrance) will show off over 600 motion-captured moves; you'll even be able to create your own characters. Watch for it this fall.

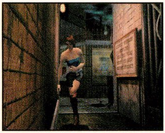


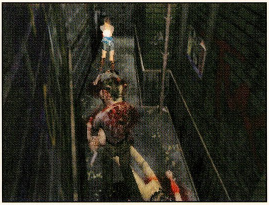
Theme Sports...? | **Publisher** Electronic Arts
# of Players 1-2 | **Developer** Kodiak Interactive
URL: www.ea.com

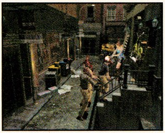
Theme Adventure	**Publisher** Capcom
# of Players 1	**Developer** Capcom
URL: www.capcom.com	





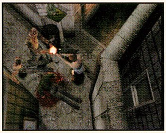


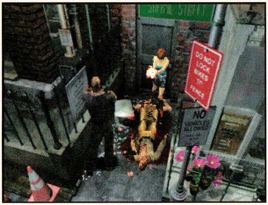


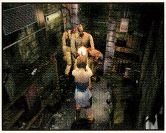


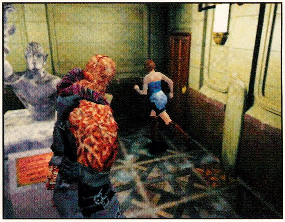
Resident Evil 3 Nemesis

Capcom tells us that most of RE3 will take place outdoors, and judging from this new batch of shots we believe them. The new screens also include shots of Brad "Chickenheart" Vickers (above, far left of frame), the helicopter pilot from RE1—but then you read our feature two months ago and knew that already, didn't you? Finally, and most disturbing, is the shot below of Nemesis chasing Jill around the Racoon Police Department. Watch out, he's got a rocket launcher!









PlayStation

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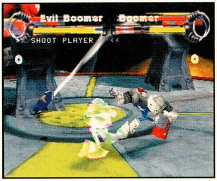
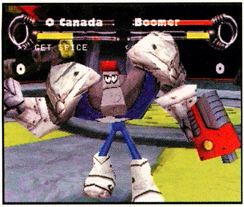
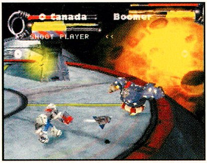
Boom Bots

This 3D fighting game features various disfigured robots hellbent on reducing each other to scrap metal. There's currently only a small selection of moves, but when a character collects enough energy (represented by glowing yellow balls strewn about the arena), his (its?) second power bar is maxed out, enabling powerful superattacks. A wide variety of characters to choose from (15 selectable, possibly some hidden) and some interesting arena designs give Boom Bots a lot of potential. Look for lots or wacky mechanized mayhem when it's released sometime this fall.



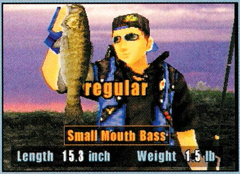
Theme Fighting
Publisher DreamWorks Int.
# of Players 1-2
Developer The Neverhood
URL: www.dreamworksgames.com





Bass Rise

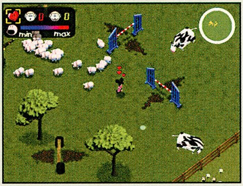
Ah, yes. Another fishing game. Bass Rise features a mode in which you can take on up to three friends in a spirited outdoor competition to see who can land the biggest lunker. Hopefully Bandai can make Bass Rise different enough for players who are looking for more than the typical "cast-reel-repeat" gameplay that's prevalent in the majority of current fishing titles. A multiplayer mode and an in-depth tackle box system is definitely a good start.



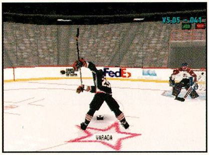
Theme Sports
Publisher Bandai
# of Players 1-4
Developer Bandai
URL: www.bandai.com

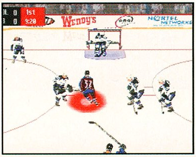
Sheep

You know, if there's one game everyone's been craving, it's gotta be one that's solely about sheep. This game will have you leading one of five differently dimwitted breeds of sheep through 16 levels of craziness, ending at (of course) a UFO pick-up point. As if that's not entertaining enough, you'll experience firsthand what it's like to see a sheep go through a meat grinder. Warning: Game may be too graphic for vegetarians and other animal lovers.



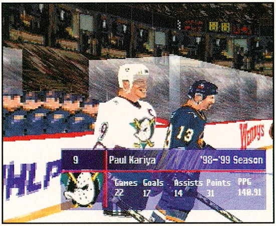
Theme Strategy
Publisher Empire
# of Players 1
Developer Mind's Eye
URL: www.empire-us.com





NHL FaceOff 2000

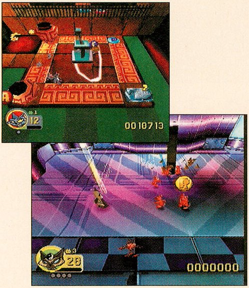
Like clockwork, 989 is readying the newest version of their hockey franchise—even though it just seems weird to be looking at these early and icy screens during the summer. Not much is known about the newest addition of the game, except that 989 is placing an emphasis on net play and realism.



Theme Sports
Publisher 989 Studios
# of Players 1-2
Developer 989 Sports
URL: www.989sports.com

Rat Attack

This overhead 3D action game from Mindscape puts you in the role of a feline assigned to prevent a contingent of rats from trashing varied locales, such as houses, gardens and outer space. You can select from six different cats (two hidden), each with their own attributes, and then plant traps to get rid of the vermin menace.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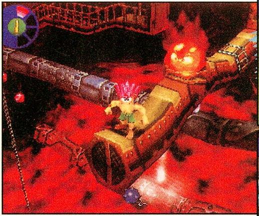
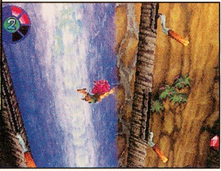
Theme Action	**Publisher** Mindscape
# of Players 1	**Developer** Pure
URL: www.mindscape.com	

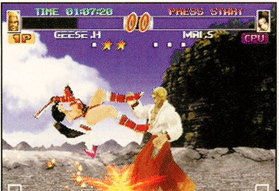


Tomba 2

Tomba is back, and this time in full 3D! It seems the evil pigs are at it again, and this time they've captured Tomba's girlfriend. Help everyone's favorite pink-haired hero save her in this awesome-looking, fully polygonal sequel. This one's still a long way off, but keep an eye out for more info and pics soon.



Theme Action	**Publisher** Sony CEA
# of Players 1	**Developer** WhooPeeCamp
URL: www.playstation.com	

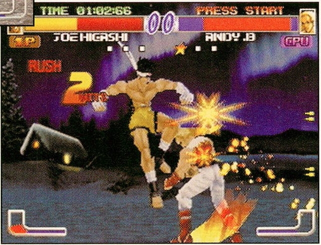

TIME 01:07:28
PRESS START
GEESE.H
MAI.S
1P
CPU

GEESE.H
MAI.S
RUSH
2

Fatal Fury: Wild Ambition

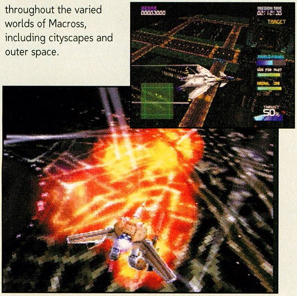
The latest in SNK's famous line of fighting games is coming to America courtesy of...EA?! Weird! Anyway, expect a total of 14 combatants, including two not found in the arcade, as well as Vs., Team Battle and training modes.

Theme Fighting	**Publisher** EA
# of Players 1-2	**Developer** SNK
URL: www.ea.com	

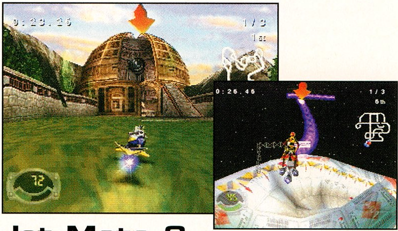

TIME 01:02:66
PRESS START
JOE HIGASHI
ANDY.B
1P
CPU
RUSH
2

Macross VF-X 2

Giant transforming robots once again take to the skies in Macross VF-X 2. Pilot your ship in either Fighter, Walker or Patroid (half-robot, half-fighter) form in combat against similar craft. Battle throughout the varied worlds of Macross, including cityscapes and outer space.

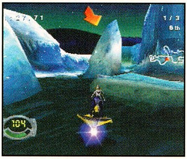

MISSION TIME 02:12:35
TARGET
THRUST
50%

Theme Action
Publisher Bandai
# of Players 1
Developer Bandai
URL: www.bandai.com


0:26.46
1/3
6th
72

Jet Moto 3

989 Studios has taken over another franchise from SingleTrac, and this time the results are looking quite a bit more solid than Twisted Metal III. Both the courses and the riders appear much more detailed, and the game even includes a Stunt Mode (accessed by completing the Season Mode on the Expert level) in which the most skilled players can hone their jetbike-flipping skills. There will be a total of 16 different tracks, each with strikingly varied terrains and environments, from blazing lava caves to the frigid recesses of space. Expect to hear more about this promising-looking racer as it nears its September release date.

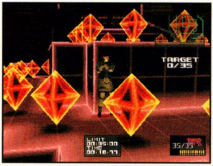


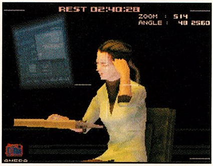
Theme Racing
Publisher 989
# of Players 1-2
Developer 989
URL: www.989studios.com

Metal Gear Solid: VR Missions

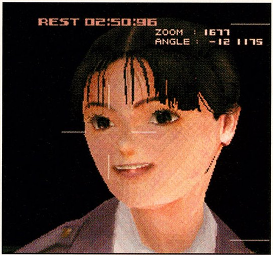
More shots this month of the closest thing we're likely to get to a new Metal Gear game for a while. VR Missions has more than 300 missions, kinda like the training levels from MGS but expanded. In addition to being able to control the ninja, you can play virtual photo-artist with the women of Metal Gear! Yeah, baby, yeah! Grrrrrow!

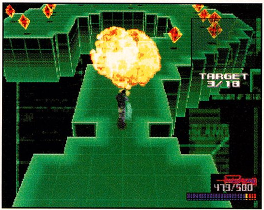
Theme Action
Publisher Konami
# of Players 1
Developer KCE Japan
URL: www.konami.com


TARGET
0/35
LIMIT
TIME
35/35


REST 02:40:28
ZOOM : 514
ANGLE : 48 2560

LIFE
LIMIT
TIME
STINGER

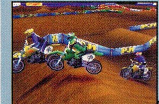

REST 02:50:96
ZOOM : 1677
ANGLE : -12 1175

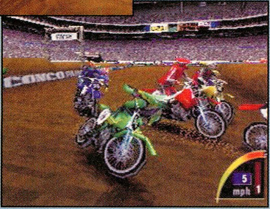

TARGET
3/18
479/500

LIFE
TARGET
0/15
LIMIT

Supercross 2000

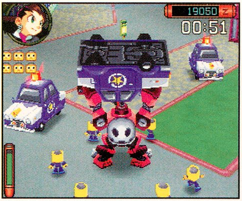
EA Sports, having conquered just about every other bona fide sport, has now moved on to motocross racing as its next battlefield. As of our most recent viewing, this one looked like it needed a lot of work, but it does have an official Supercross license, which should add realism that other games may lack. Expect more of a simulation feel than other motorbike titles.

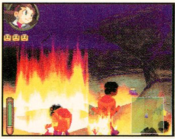


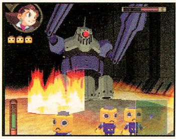


Theme Racing	**Publisher** Electronic Arts
# of Players 1-2	**Developer** EA Sports

URL: www.easports.com





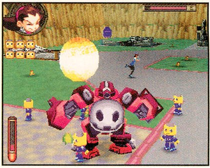


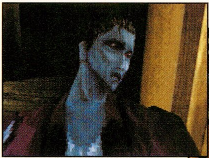
The Misadventures of Tron Bonne

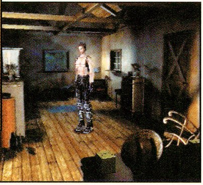
This side story to MegaMan Legends is actually more of a prequel than a sequel. You control MegaMan's evil adversary from Legends, Tron, in her travels with her trusty Servbots (those guys who look like Lego men) as they search for treasure and adventure. Find out how she became so darn evil in this RPG, action and puzzle game in one.

Theme Action/RPG	**Publisher** Capcom
# of Players 1	**Developer** Capcom

URL: www.capcom.com





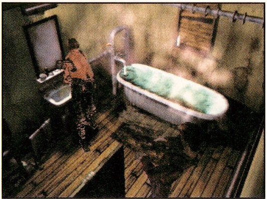


Countdown Vampires

What do you get when you combine Resident Evil and *Buffy the Vampire Slayer*? Bandai is hoping the answer is Countdown Vampires. While still incredibly early, this Resident Evil-style game (*clone* has such a bad connotation) is looking to capitalize on the survival-horror craze that's currently sweeping the industry. Zombies, vampires and monsters galore. Huzzah!

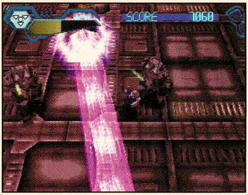
Theme Adventure	**Publisher** Bandai
# of Players 1	**Developer** Bandai

URL: www.bandai.com



Silent Bomber

Silent Bomber is an intense 3D action title from Bandai. Players can use different types of explosive weaponry, such as lock-on, gravity and napalm bombs, in order to accomplish their goal (which is essentially blowing up everything in sight). As the game progresses, you can gain new weapons and increase the number of bombs you can place. Impressive explosion effects and giant bosses make Silent Bomber one to watch.



Theme Action	**Publisher** Bandai
# of Players 1	**Developer** Bandai

URL: www.bandai.com

Final Fantasy IX?!?

N/A, Square

And we haven't even gotten FFVIII yet! But before you get too excited, here's the deal—Digicube, a subsidiary of Square that handles their game distribution throughout Japan, announced this month that the next Final Fantasy game would indeed be appearing for the current PlayStation and not the PlayStation 2 as rumors had suggested. While there is currently no set release date, they did say it could be out as soon as early next year. And that's about all that's known so far. Of course no pictures of FFIX have been released yet, so we got the next best thing—pictures of the boys at Square HIDING pictures of FFIX on their monitors. Hopefully we'll have better pics (sans those pesky designers and their damn monitor-blocking big hands...bastards) in the coming months.

Rival Schools 2

Now, Capcom

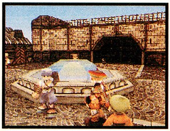
The sequel to Capcom's over-the-top high school brawler has even more extras than the original: In addition to the usual list of new fighters and moves, there are trading cards you can earn, PocketStation games, and even a Bust-A-Groove-style dancing competition!

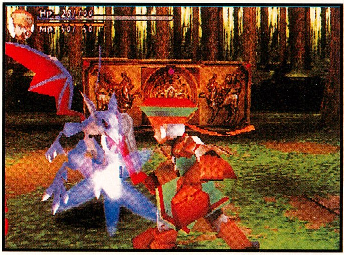
00.61s
00.61s

Dew Prism

Square

Well it turns out that the mystery game Square has been working on (to be included on their next big demo CD packed with Legend of Mana) is this great-looking new action/RPG, Dew Prism.





At the start of the game, players take control of one of two characters, Lou or Mint, both on a quest to find the powerful magical item known as the Dew Prism. Although all the locations in the game stay the same no matter which character you choose, each one will follow his or her own unique story line, with the person you didn't choose showing up later as a key character.

Lou is a quiet, young axe-wielding lad, somewhat shunned from society because of his ability to transform into different creatures (funny how some people would be wary of that). He seeks the Dew Prism for its powers to raise the dead and revive his close friend Claire, who was murdered years ago. Pretty noble, eh?

Mint, on the other hand, sounds like a real bitch. She's royalty—a former princess dethroned by her kid sister because of her selfish attitude and huge ego. She wants the Dew Prism so she can reclaim her throne and then take over the world. In fact, if you play as Lou, when Mint appears later in the game she will actually try to take the Dew Prism for herself! D'oh!

Most of what we know right now are just these story details, so check back in a few months once we have the playable demo for a full hands-on report.

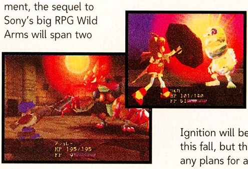
御見かけしたところ、あなたも遺跡探索
生業をする方のようですが、
旅立つ前に、祈りませんか？

Theme Act./RPG	**# of Players** 1
Availability Q3	**Developer** Square

Wild Arms 2nd Ignition

SCEI

Long rumored to be in development, the sequel to Sony's big RPG Wild Arms will span two CDs, with a fully polygonal (and rotatable, a la Final Fantasy) overworld and dungeons, instead of the 2D maps of the original. Also, the characters in battle have lost the super-deformed-kids look in favor of a more realistic, adult appearance. Wild Arms 2nd Ignition will be released in Japan this fall, but there's no word yet on any plans for a U.S. release.



リルカ
「まかせてくださいッ！
そりゃあ、もう大船に乗った気でッ!!

Meanwhile, check out these first shots this game.

Theme RPG	**# of Players** 1
Availability Q3	**Developer** Contrail

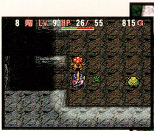
Torneco's Great Adventure 2

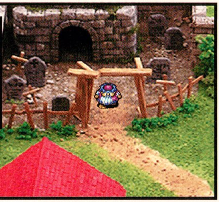
Enix

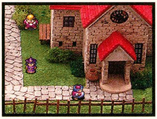
Torneco may not exactly be a household name here, but in Japan the recent announcement of a sequel to the very popular 16-bit Nintendo game Torneco's Great Adventure was very big news. Some of you may remember Torneco (called Taloon in the U.S.) as a character from the old RPG Dragon Warrior IV. In the "Great Adventure" games, this plump merchant takes on the role of dungeon explorer, searching for treasure and magical items in twisting underground labyrinths. The gameplay is a lot like the Chocobo's Mysterious Dungeon games, with the player returning to town between adventures to sell items and buy supplies.

The first game only had three dungeons, but the sequel will have a total of at least eight in various locales, like a forest, a cemetery and even a volcano. The game also uses digitized pictures of clay models for the town backgrounds, and will have a opening intro completely in claymation.

No word yet on seeing Mr. Torneco in the U.S., but with Chocobo's Dungeon 2 coming, you never know!







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Theme RPG **# of Players** 1
Availability Q3 **Developer** Chunsoft

Theme Fighting **# of Players** 1-2
Availability Q2 **Developer** Capcom

Jojo's Venture

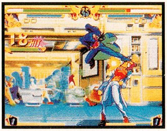
Capcom

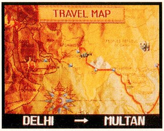
Based on a popular Japanese comic series, Jojo's Venture was made into an arcade 2D brawler (which even saw limited release here in America) by the masters at Capcom and now is on its way to the PlayStation in Japan.

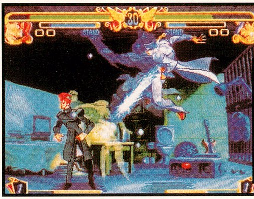
For anyone who hasn't seen the arcade game, Jojo's has most of the outlandish animations, screen-filling special moves and painful combos you'd expect from Capcom, but it also incorporates an interesting new fighting system called the Stand attack. Every character basically can unleash a sort of inner spirit, a second fighter or "Stand" persona, to join in the melee with its own set of punches, kicks and special moves. Players can also then take advantage of the Tandem attack, where both their character and their "Stand" persona simultaneously pummel their opponent in a huge, devastating combo.

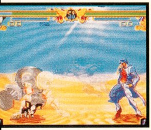
Other elements in Jojo include survival-type stages of jumping and dodging, and the PlayStation version includes new gambling minigames and extra story modes.

Jojo's Venture is set for release this summer in Japan.





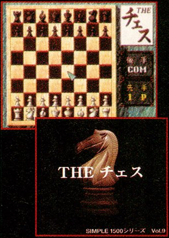


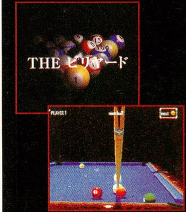


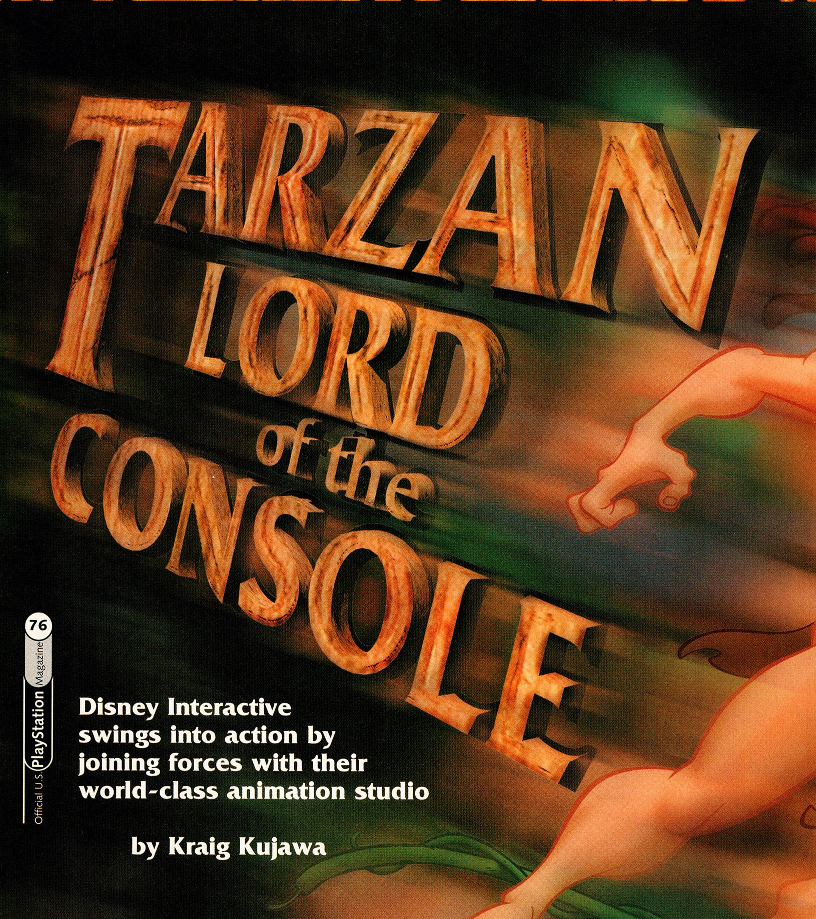
Simple 1500 series

Now, Culture Publishers

Not everyone who owns a PlayStation in Japan—or anywhere else, for that matter—is a hardcore gamer; many people buy video game consoles for one or two specific titles they want to play, and when they finish them they throw their 'Station in the closet or just let it gather dust. It's for these people that Culture Publishers designed the Simple 1500 series of PlayStation games. These are stripped-down, easy-to-control ("simple," as it were) and fun-to-play games based on diversions that most people are already familiar with; titles in the series include Chess, Mahjong, Othello, Billiards and Solitaire. The graphics aren't anything special and the games are never very deep, but at only 1,500 yen (about $12.50) nobody has much reason to complain. In fact, the Simple 1500 games are some of the most successful on the Japanese market, making the top-10 best-seller list almost every week and spawning a whole host of imitations. Why don't any U.S. publishers give this a try? After all, not everyone has $50 and 40 hours to spend on a new RPG, but everyone has some loose change and a few hours to kill now and then on solitaire.



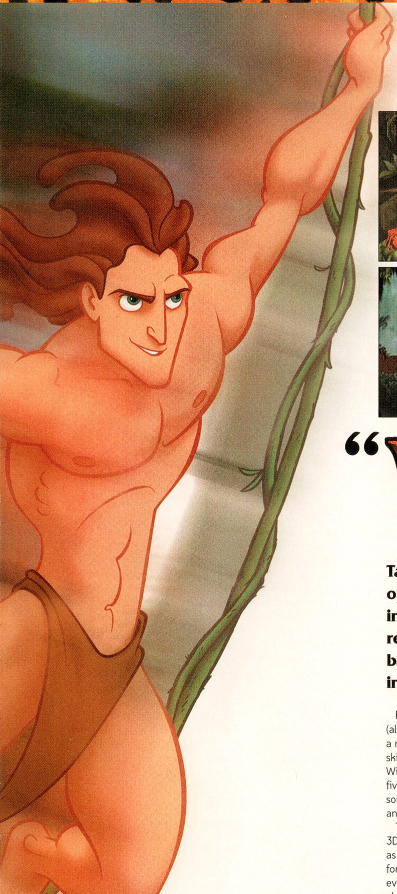


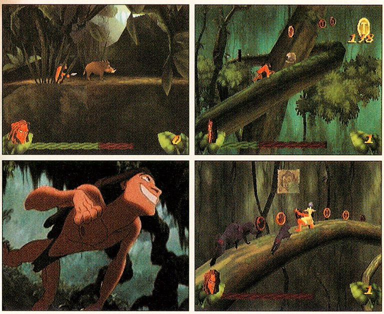


TARZAN LORD of the CONSOLE

Disney Interactive swings into action by joining forces with their world-class animation studio

by Kraig Kujawa





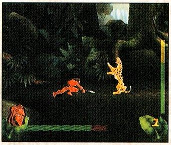
“We started two years ago,” reminisced Dan Winters, senior producer at Disney Interactive, when asked about the genesis of the PlayStation incarnation of Tarzan. That’s quite a long time to spend developing a platform game (most are turned around in less than 18 months at the most), but it reflects the changes in the way in which movie-based games are created—or at least the inspired ones.

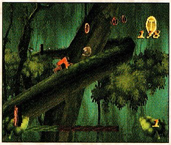
Bringing Tarzan into a 3D world (albeit not fully 3D) was somewhat of a risky undertaking. Disney was a bit skittish, and understandably so, says Winters: “These properties live for five years, perhaps longer, so it’s something very important to them and dear to their hearts.”

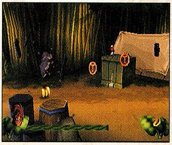
Transforming a 2D character to a 3D one is a major undertaking, and as a result, the producers responsible for the film had to sign off on nearly every aspect of the game. Winters elaborates: “One of the reasons we worked so quickly with them is not only so we can take information from them, but so that we are directly in line with the film. And it has to be approved directly by Walt Disney Feature Animation before we release it. So the meetings we had were an effort, so that they could understand more clearly our needs on reference material, but also so that we could check and balance.” Such a relationship proved to be very fruitful since it developed into a symbiotic one, instead of being a counterproductive, policing one.

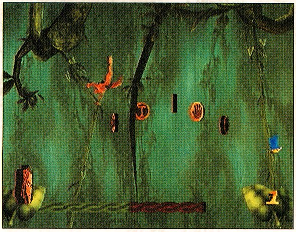
Disney Interactive and developer Eurocom realized they would have to work hand in hand with the film’s creators early on in order to make sure the game looked and felt just

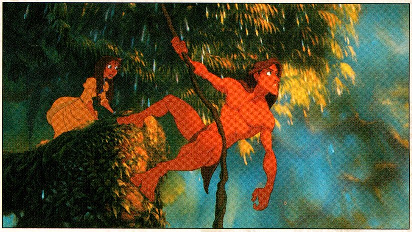
As you can see from this gallery of screenshots, Tarzan's gameplay is quite diverse. Tarzan swings on vines to collect coins (below), a must in any platformer), uses a spear to fight Sabor (near right), scales a twisting branch that rotates as you ascend (middle right), and assumes the role of Turk, the ape (far right).











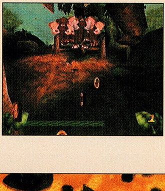
right. Winters explains: "Really early on we started out meeting with the producers and directors of the film and we were lucky enough to start with them earlier than usual because the movie production team was so terrific. They gave us all the materials we needed for reference from the very beginning, such as a script and images. And what we did is use those to carve out what we call the 'beat document.' A beat document is something that we use as a tool to identify the high points of the film, and we use those as kind of poles, and we designed the game to hit those. We do it that way for a couple of reasons, actually: Because we want to take the most iconic points of the film—action-oriented pieces and things like that—but also because we love to use, as a reward sequence, video clips. And so we designed toward those video clips and use them as a tool for rewarding the player."

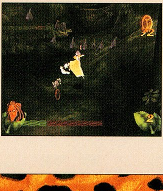
Not-So-Primitive Art

But creating a good game based on a movie must extend beyond throwing some video clips around, and having realized that, the corroboration between Disney and Eurocom went far beyond fleshing out a mere beat document. Right from the very early stages of developing the game, Eurocom tapped resources at Disney to help them overcome visual obstacles. Winters explains: "This is the first game where we've taken a 2D character and turned him into a 3D character for gameplay. And that was a challenge, obviously. With Tarzan, we used a lot of 2D animation from Feature Animation [the animators responsible for *Tarzan*, the movie] as reference material. A lot of the 3D animation you see in our game is based on 2D animation directly from Feature Animation. There are different stages of animation, one of which is a 'rush' stage, where they just write rough animation, and when it is all fine and good, they clean it up. But we didn't have to go through the 'cleanup' stage so we just used the rough animation they used in the early going. Then we used that as motion data for the 3D characters and we just mapped that over the 3D character, literally, and that's why the video game characters bear such a close resemblance to the movie."

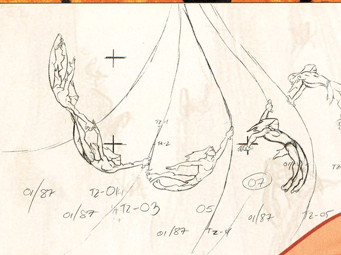
Animators and art directors from the film also lent their expertise. Glen Keane, lead animator of Tarzan and one of the world's premier animators (*Beauty and the Beast*, *Aladdin*, *Little*

WHEN ANIMALS ATTACK





To spice up Tarzan's gameplay, various stampede segments have been peppered throughout the game. Here, you're able to control a variety of characters (Jane, Tarzan, young Tarzan) who must run toward the camera (your view) in order to outrun various forms of stampeding doom, which can range from wild baboons to herds of elephants.



Above are some of the initial "rush" sketches of Tarzan's vine-swinging animation. The Tarzan game team was able to translate this directly into the animations that will be seen in the game. Other characters were given the same treatment.

Mermaid) helped jump start the process. "When he was in town, we sat down with him," says Winters. "He did the walk and run cycle for us in what they call a little 'chalk talk,' giving us the inspiration for the character, how he moved, and gave us the animation cycle directly that we scanned in and used."

That bit of assistance seems to have helped immeasurably, as Tarzan moves fluidly and gracefully during the game while jumping, running, and crawling around the jungle, in addition to performing his requisite and iconic swings from vines. But he isn't the only character that received the royal treatment, says Winters. "Sabor [a leopard, who serves as one of the film's antagonists] in 3D is amazing. The animation was directly used from Feature Animation, as well as with young Tarzan and Turk [one of Tarzan's ape friends]."

To help flesh out the game's visuals in a broader sense, Eurocom worked directly with Daniel St. Pierre, the art director for the film. "He helped us art direct the entire game," says Winters. "Which was a huge benefit, because you can actually see elements of the movie inside of the game. They also have a proprietary tool at Disney that allows them to do the backgrounds in 3D for the movie, so their expertise was of great benefit to us."

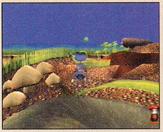
Once the art techniques were implemented and the visuals were nearly finished, Disney was pleased, says Winters. "The art director was surprised at the capabilities that we were able to accomplish, because they perceived video games as something from the older days. He was amazed at the color depth we were able to accomplish and the animation quality—they were thrilled."

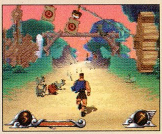
And we can see why. Tarzan's art direction is excellent, thanks to its fabulous lush and colorful jungle environments that easily do justice to the movie. Even though most of the game is composed of polygons, it's very difficult to notice—even when the camera shifts to offer a new perspective on the action (as it often does during gameplay).

The Cutting Room

Disney's involvement with the game wasn't confined to visuals, however. They quickly became key contributors to the game's content. "We worked directly with Bonnie Arnold, the producer of the film, and also the directors of the film," says Winters. "They gave us a lot of ideas for things that didn't make it into the movie. We literally met with Bonnie

A TALE OF TWO DISNEY GAMES

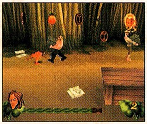


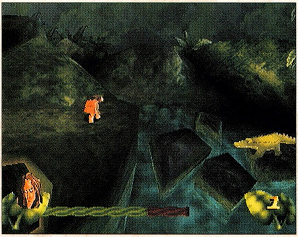


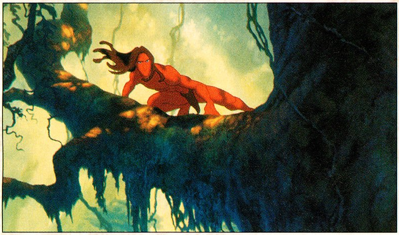
A Bug's Life chronicles the adventures of a clumsy worker ant named Flik who inadvertently sets off a battle between his colony and a group of irritable grasshoppers. Flik's mission is to find and recruit members of a bigger bug race to help the ant colony defend itself from the menacing grasshopper force. The movie impressed critics as well as legions upon legions of kids. The game, however, failed to impress the *OPM* reviewers. Poor control, a lousy camera system and frequent pop-up led to a score of only two discs.

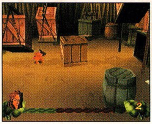
Hades, jealous god of the Underworld, is scheming to overthrow Zeus and claim Mount Olympus as his own. There's only one obstacle in his path: the half-man/half-god Hercules. Hercules is a 2D side-scroller that allows the player to move into the foreground or background in order to get past certain obstacles. The story is sanitized for kids (in typical Disney fashion), so you won't be seeing Herc's, ahem, "amorous" conquests or some of the more graphic adventures that are contained within the actual myths.

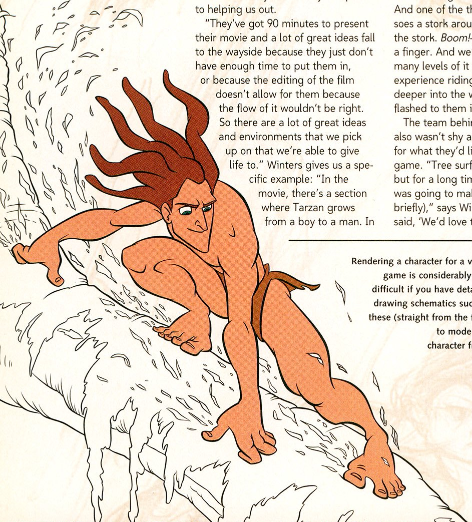
Later levels in the game require much more finesse jumping to avoid those hungry alligators who have a particular taste for heroic, barbaric men (far right). Tarzan and his ape friend must take turns raiding a camp set up by those darned, evil foreigners (left and bottom).











and the team on an every-other-week basis to go over her design ideas, meeting with them on concept material they had that wasn't being used in the movie. They were really receptive to helping us out.

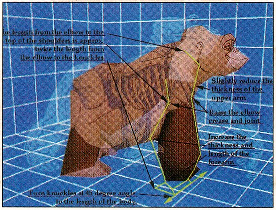
"They've got 90 minutes to present their movie and a lot of great ideas fall to the wayside because they just don't have enough time to put them in, or because the editing of the film doesn't allow for them because the flow of it wouldn't be right. So there are a lot of great ideas and environments that we pick up on that we're able to give life to." Winters gives us a specific example: "In the movie, there's a section where Tarzan grows from a boy to a man. In the 'Son of Man' section of video, there's a portion where Tarzan is shown interacting with a lot of the animal characters from the film, where's he's learning to be the best ape ever. And one of the things he does is lassoes a stork around the beak and rides the stork. *Boom!*—it's over in a snap of a finger. And we're able to make many levels of it so the player can experience riding the stork and going deeper into the world that was only flashed to them in the movie."

The team behind *Tarzan* the movie also wasn't shy about making requests for what they'd like to see in the game. "Tree surfing is in the movie, but for a long time they didn't think it was going to make it in (but it did, briefly)," says Winters. "And so they said, 'We'd love to have you guys use this for a tool for the game.' And we did." This particular sequence has Tarzan quickly sliding along the branches of a tree, while avoiding obstacles by jumping and ducking, in addition to fighting enemies. Winters summarizes it well: "It's like X-Games in the Jungle for Tarzan."

Savage Appeal

X-Games or not, we're pretty sure that some of you might be thinking you're wasting your time reading this because Tarzan must be a game that only appeals to kids, right? While it definitely does appeal to them, Winters believes it will also appeal to everyone. "The gameplay really isn't geared toward a younger audience," says Winters. "There's a gradual learning curve that happens in the

Rendering a character for a video game is considerably less difficult if you have detailed drawing schematics such as these (straight from the film) to model the character from.


he length from the elbow to the top of the shoulders is approx. twice the length from the elbow to the knuckles.
Slightly reduce the thickness of the upper arm.
Raise the elbow crease and joint.
Increase the thickness and length of the forearm.
Turn knuckles at 45 degree angle to the length of the body.

WHO THE HELL IS EUROCOM?

Eurocom, developer of Tarzan, is no stranger to making platform games, especially Disney ones. On their resume is Hercules (PlayStation), Spot Goes to Hollywood (PlayStation) and even Jungle Book for Genesis. They've also done PlayStation ports of games for Midway.

COLLINS IN THE STU-STU-STUDIO

Phil Collins provides the lion's share of the original music for the movie *Tarzan*, and not coincidentally for the video game, too. "Matter of fact," Winters says, "we re-created a great deal of Phil Collins' work, and a great deal of the music straight from the film. His vocals are in the game. The video clips have four music videos with Phil Collins singing them, and there's the trailer, Son of Man, in the game."

It also doesn't hurt that Phil Collins is apparently an avid PlayStation fan, believe it or not. "We have direct communication with Phil just simply because his manager calls asking for advice in games, especially some of the older ones," says Winters. "It's been a nice catalyst for us."

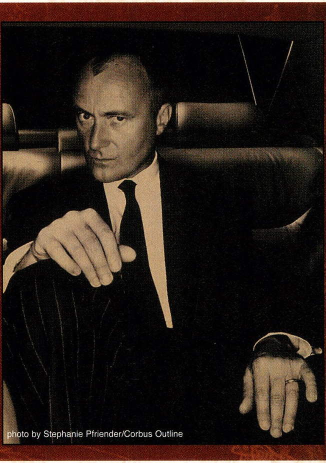


photo by Stephanie Pfriender/Corbus Outline

game, and there are three levels of difficulty. The easier levels will be accessible to younger ages, but it ramps up pretty quickly. The younger ages will love being with the characters—we give the player the ability to play as young Tarzan, adult Tarzan, Turk and even as Jane in a level. There's something for everyone in this."

"We kind of think of it as two axes," Winters continues. "Some players will go through on a horizontal axis and they'll try to finish the game as quickly as possible. Others will take the time to dig deeper, on a vertical axis, and go into the title. That's a real important tool for us, so that people can get a replayability factor, and also so that hardcore gamers can feel like they're getting a great experience while younger ages who just want to get in there can play with the characters."

To a certain extent, we agree. Tarzan's gameplay is definitely difficult enough to challenge some of the most skilled players. The multiple paths accessible by jumping to new tree limbs hidden in the background and foreground, the stampede levels, and the tree surfing are all very entertaining elements of the game that help make this more than a run-of-the-mill platformer. But there's still something about throwing fruit at raccoons that makes you believe a younger audience might enjoy it even more.

It seems, however, that for every kiddie-like nuance we could find, there was a mature element that kept the game's age appeal squarely in the center. Winters describes one of the more intense ones: "At a certain point you fight a Sabor—a leopard who is a real evil character, the nemesis throughout. At one point Tarzan takes out his spear and has a one-on-one battle with Sabor that extends throughout the entire level as three separate arenas that Tarzan must navigate."

Regardless of which age group the game caters to best, it's almost certain that fans of the movie should definitely be satisfied. After all, the toughest critics—those who made the movie—certainly are.

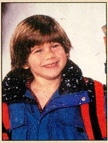
Winters recalls one of the final sign-offs: "We go through a sign-off process throughout the entire project that lasts for two years. At the end, they played it, and think it's great. I think the words they used was 'This game rocks.'"

THE VOCAL TRIBE

Animated Disney movies have been a magnet for celebrity voice talent, and the designers of Tarzan the video game seeked to capitalize on that by having those same actors record additional dialogue for the game. "Disney has an organization called Disney Character Voices," explains Winters, "and we work directly with them so that we can record as much of the original talent as possible. Whenever possible, we used the real talent from the film. Sometimes the challenge was scheduling. Rosie O'Donnell isn't in the game because she had scheduling conflicts." Oh, what a shame.

Below are the voice actors featured in the game:

Actor: Tony Goldwyn
Character: Tarzan
Notable Appearances: *Ghost, Kiss the Girls*


Actor: Alex Linz
Character: Young Tarzan
Notable Appearances: *Home Alone 3, One Fine Day*

Actor: Brian Blessed
Character: Clayton
Notable Appearances: *Star Wars Episode I* (Boss Nass), *Robin Hood*

Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa
Editor-in-Chief

After seeing *Austin Powers* 2, Kraig has decided to look into the technology necessary to create a "Mini-Me" of himself so that he can free up more time to play the deluge of football games right around the corner.

Favorite Genres: *Sports, Strategy*
Current Favorites: *NCAA Football 2000, Madden NFL 2000, NFL Blitz 2000*
Can't Wait For: *Pac-Man World, Medal of Honor*

Joe Rybicki
Deputy Editor

With the slow days of summer upon us, Joe's beginning to look forward to the third-quarter flood of games. He's also looking forward to a trip to the mountains as relief from the unseasonable Chicago heat.

Favorite Genres: *Adventure, RPG, Puzzle*
Current Favorites: *Bugs Bunny Lost in Time, Sled Storm, Ani DiFranco's Living In Clip*
Can't Wait For: *The Phantom Menace games!*

Wataru Maruyama
West Coast Editor

Wat has some strange hobbies, and the latest is Tokyo freestyle rapping. He claims he was a rapper at some point in his youth and went by the handle "Dirty Rice." We just call him Dirty.

Favorite Genres: *Fighting, Racing, Adventure*
Current Favorites: *R4: Ridge Racer Type 4, Triple Play 2000, SF Alpha 3*
Can't Wait For: *FFVIII, FFIV, FFX*

Mark MacDonald
Associate Editor

Mark continues to live *la vida loca* despite our repeated warnings and intervention attempts. He was up 'till 6 a.m. one night playing Jade Cocoon, for God's sake! Just look at his pic! He's outta control!

Favorite Genres: *Action, Adventure, RPG*
Current Favorites: *R-Type Delta, Dino Crisis, Final Fantasy VIII, Tenacious D, Pac-Man World*
Can't Wait For: *Resident Evil 3, MGS: VR Missions*

Making a Champion

by Wataru Maruyama

The road to victory can be a long and lonely one, but you always learn valuable lessons that can be passed on to people who don't know as much as you do. Here, then, is what the Fighter Maker champion (that's me) can now impart to his eager followers:

Read the instructions – A tough thing for many people to do, but well worth it in the long run.

Save often – It's the golden rule in RPGs and the same goes for creating fighters. Games like Resident Evil discourage frequent saving in order to earn a better ending, but more often than not, saving is a good thing.

Always have a good pillow nearby – For cushioning your bottom, catching a bit of shuteye or safely venting frustration. Having an alternative to throwing the controller is both smart and cost effective.

Drink lots of fluids – Playing any game for hours can leave you dizzy and lightheaded, so make sure to take a break and drink up. But if you're playing Rugrats, you're feeling dizzy because the camera sucks and fluids just won't help.

Wash your hands – If you're drinking lots of fluids, you'll be going to the potty pretty often. There's nothing worse than nasty little bacteria festering on your control pads.

Handy wipes/ towelettes are your friend – Some of your friends may not subscribe to the above tip, so before accepting their controller...

Get your eyes checked – Sitting close to the TV can take its toll, so make sure your vision is still cool. While you're at it, go to a dentist too. I've played with too many fellow gamers with stanky breath and corn teeth (luckily, most of these folks work for our competitors).

Read mags like this one – If someone has done the research already, take advantage of it. Following all the above lessons will not only save you time and make you a better game player, but will also give you remarkable vision, clean controllers and nice teeth.

Our very own Wataru Maruyama won Agetec's Fighter Maker contest at this year's E3.

Games Reviewed

Alexi Lalas Int'l Soccer........88
Bugs Bunny: Lost in Time...84
Chessmaster 2.....................87
Chocobo Racing..................88
Echo Night..........................86
Jade Cocoon.........................83
Konami Arcade Classics 87
R-Type Delta 85
Review Recap 90

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○
We'd rather watch The Thirteenth Floor 13 times than play this game.

●●○○○
Below average. There are fundamental flaws with this game; get something better.

●●●○○
A good title. It's a fun game with some flaws that can be overlooked.

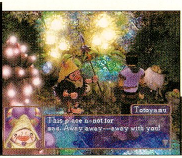
●●●●○
Definitely a topnotch game. Very good and well worth your time.

●●●●●
Fabulous! These are the games that really make you proud to own a PlayStation.

Developer	Genki
Publisher	Crave
Genre	RPG

1 Player
Memory Card 1 block
Vibration Function Compatible

Jade Cocoon


Totoyamu
This place n-not for man. Away away—away with you!

PlayStation

Flawed but beautiful

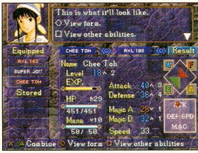
"In light there is also darkness" is an important piece of dialogue in Jade Cocoon, one which echoes a theme of the game's excellent story—good and evil are never clearly defined opposites, but are tied together in various degrees in everything and everyone. That quote also explains how I feel about the game of Jade Cocoon itself: There's lots to like here, but in the good there is also bad.

As I said, the story line definitely falls toward the good end of the spectrum. Told through plenty of (mostly) well-done voice-acting, the ancient myths and traditions of Jade Cocoon flesh out the game and give all the people and events that happen in the present that much more importance. The game's graphics are also superb—not so much because of the technical skill evident in the prerendered backgrounds and polygonal characters, but because of the overall artistic design. Everything in the world (and it does feel like a *world*) of Jade Cocoon, from crumbling temples, to the thick ancient jungles, to tranquil villages and their inhabitants, has that quality that no amount of polygons or frames per second can ensure—style.

Most of the game takes place in combat and raising your "Minions"—captured monsters who now fight for you. For those who don't mind combat and constant tending to their animals, this is fine—but for less patient players it can become dull. Other patches of darkness lurking in the light of Jade Cocoon? In the second half of the game, earlier dungeons are reused; sure there are new monsters and bosses, but you already know where to go and are cheated out of what should be new areas to explore and fresh puzzles to solve. Smaller gripes like how weapon and armor upgrades are handled, the lack of analog support, and parts of the experience point system are minor in comparison.

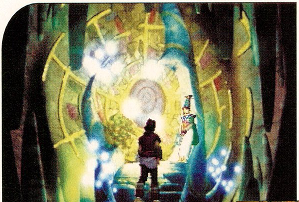
All things considered, Jade Cocoon is still a good game, it's just that a few problems keep it from hatching into a truly great one.

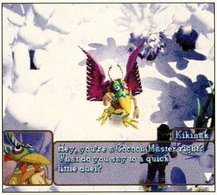
—Mark MacDonald

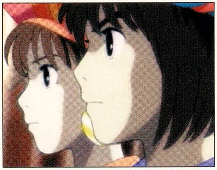

This is what it'll look like.
○ View form.
☐ View other abilities.

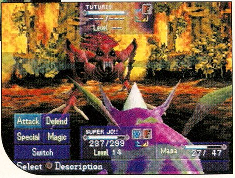
Name	Chee Toh
Level	18 ^ 2
EXP.	
HP	^29 451/451
Mana	v10 50/ 50
Attack	40 ^ 3
Defense	36 ^ 4
Magic A.	28 v 1
Magic D.	32 ^ 1
Speed	33

Monster ranchers and Pokémon trainers will surely love Jade Cocoon's deep Minion raising system, where you can name your creatures and merge them to form new and stronger pets. You can even save your creations to a memory card and pit them against your friends' monsters in battle.




Kikinak
Hey, you're a Cocoon Master right? What do you say to a quick little duel?





Even though you can fight with only one character at a time and you almost always face only one or two enemies, a lot of time in Jade Cocoon is spent in combat. If you can appreciate longer battles and a good deal of strategy it's great, but if you usually opt for the auto-combat option in RPGs to skip fighting, you'll probably want to skip Jade Cocoon as well.

Box Score

Pros

- Bright, beautiful graphics and artistic style
- Raising monsters great fun for those who can enjoy it
- Intriguing myth-influenced story and characters

Cons

- Dungeons reused
- Combat may be too much for casual RPG fans

"Jade Cocoon is a good game, it's just that a few problems keep it from hatching into a truly great one."

Official U.S. PlayStation Magazine

●●●◐○

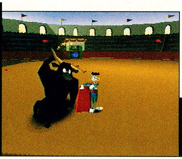
Rating

BUGS BUNNY
Lost in Time
PlayStation

Developer	Behavior Int.
Publisher	Infogrames
Genre	Action

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Bugs Bunny Lost in Time



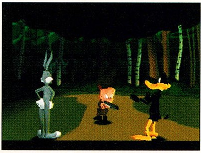
Lost in Saturday morning nostalgia

The last thing I expected from the developers of Jersey Devil was a solid platformer, much less a superior one. But the driving force of an excellent license has helped them deliver just that, and it's a welcome surprise.

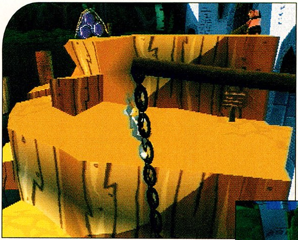
Lost in Time is about as close as you're likely to get to actually playing a Looney Tunes cartoon on the present hardware. It's really astonishing how many little details are reproduced with such accuracy; obviously the designers did their homework. Here's just one example: In some levels Bugs will need to burrow underground by diving into—what else?—a rabbit hole. But if you try the dive too far away from the hole, he'll smack face-first into the dirt and slowly droop to the ground. It's a hysterically perfect reproduction of a very specific circumstance. Put together a load of other such examples and it really does begin to feel like you're playing a cartoon. It also helps that the game includes some scenarios drawn right from specific episodes, like the bullfight you see above. Add to this the fact that the animations and voices are perfect—and I mean *perfect,* or at least as close as is possible with Mel Blanc gone to the Great Animation Studio in the Sky—and the result is the mother lode for Looney Tunes fans.

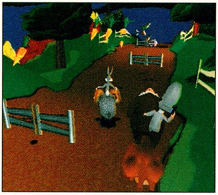
Unfortunately, it's obvious that all the time spent on getting the atmosphere just right came at the expense of some gameplay issues. The collision detection can be lethally loose, for one thing. The camera can also get a bit spastic (fortunately you can make adjustments—most of the time). This doesn't lead to too much frustration, though, since the game offers infinite lives and a carefully placed checkpoint system. But this contributes to another problem: Though moderately challenging, the game is disappointingly short, clocking in at maybe 20 hours to full, no-carrot-left-unturned completion. And there isn't even a decent ending.

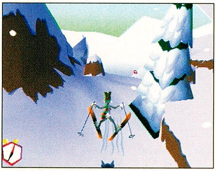
But even so, if you're a Looney Tunes fan you need this game. If not, it's at least worth a Saturday morning rental. ***—Joe Rybicki***

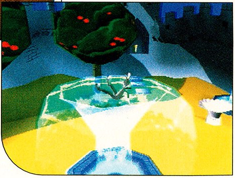


Check out the detailed character models (above). Every cinema in the game is done using the game engine in real time; the in-game models are just as detailed.









A downhill ski race (left) is just one of the many diverse play styles in the game. I hesitate to call these different modes "minigames," since the designers obviously put as much time into them as the rest of the game, unlike in games like Croc, for example.

Box Score

Pros

- They NAILED the license: graphics, sound, animation, everything!
- Familiar scenarios
- Lots of real comedy
- Fair degree of challenge
- Loads of variety

Cons

- Slippery collision detection
- Typical 3D camera issues
- Disappointingly short
- VERY weak ending

> "The animation and voices are perfect—at least, as close as is possible with Mel Blanc gone to the Great Animation Studio in the Sky."

Official U.S. PlayStation Magazine

● ● ● ◐ ○

Rating

EVERYONE
CONTENT RATED BY ESRB

Developer Irem
Publisher Agetec
Genre Action

1 Player
Memory Card 1 block
Vibration Function Compatible

R-Type Delta

PlayStation

The alpha and omega of PlayStation shooters

It's not often that the PlayStation gets a new scrolling shooter. In fact, you could count on one hand all the worthwhile titles for the system. But despite having so few entries in the genre, the PlayStation already has one of the best ever—Square's masterpiece Einhänder. Now, with R-Type Delta, there's a game that challenges Einhänder for the top shooter crown on the PlayStation.

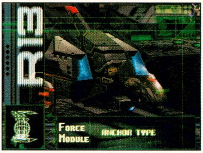
On the surface, R-Type Delta gives you everything you could want: incredible, crisp polygonal graphics, beautiful backgrounds, huge multi-leveled boss creatures, and awesome weapon effects and explosions. Right down to the tiniest details—water rippling as a missile flies over it, tiny bits of debris flaking off a damaged enemy ship—Delta is a feast for the eyes.

But what makes Delta truly great has nothing to do with how it looks. Like previous titles in the R-Type series, Delta is all about gameplay; the way you can charge your force pod by destroying enemies and the option to attach it to the front or back of your ship or have it roam freely give this shooter an aspect of planning and strategy that most games in the genre lack. Also, with three different ships to choose from (and a fourth hidden), each balanced against the others with very different power-up attributes and weapons, Delta promises a great deal more replay than shooters can usually offer.

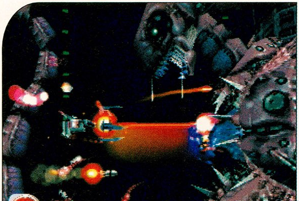
Level designs are also unique and perfectly suited to the game. Sections where a giant walking ship approaches you from behind and you have to go under its legs as it plods forward, or another where you dodge giant twirling pipes and broken-down spacecraft, are different enough from the usual shooter fare to keep you glued to the controller.

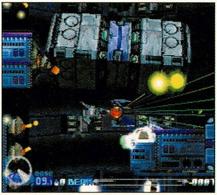
If you have never enjoyed shooters, this game won't change your mind. But if you ever got a sore thumb from a good shoot-'em-up, even in the old arcade or 16-bit days, R-Type Delta is for you.

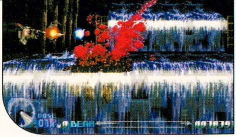
—Mark MacDonald

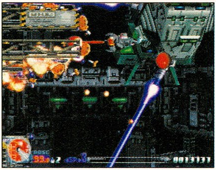


Each of the the three ships you can pilot in R-Type Delta (plus one extra hidden craft) has its own Force module power-up, different weapons, and own unique 'Delta' weapon special attack.









Incredible scenes like above, where water smoothly cascades into the foreground, carrying fallen enemies along with it, show the amount of time and care that went into every aspect of this game.

Box Score

Pros

- Topnotch graphics and animation
- Deep and varied gameplay
- Great soundtrack
- Awesome original level design, enemies and bosses

Cons

- Some slowdown when the action gets too hot
- May be too difficult for some

> "If you ever got a sore thumb from a good shooter, even in the old arcade or 16-bit days, R-Type Delta is for you."

Official U.S. PlayStation Magazine

●●●●◐

Rating

Developer From Software
Publisher Agetec
Genre Adventure

1 Player
Vibration Function Compatible
Memory Card 2 blocks

Echo Night

This echo fades fast

It's nice to know that in the 1930s, zombies weren't the ever-present menace they've become today. Echo Night is a good old-fashioned ghost story with tragic tales of lost loves and dreams unfulfilled—with, of course, a bunch of disgruntled evil spirits to cause trouble for your character.

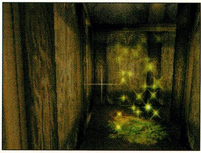
The story of Echo Night is very enjoyable, and deeper than most adventure titles. There's lots of speech, which helps draw you into the game, and none is so horrible that it detracts from the experience (which is a nice change given the standard set by other games in the horror genre). The music is also well done, with well-placed ambient sounds that mean everything in a game like this.

The environmental graphics in the widely varied levels are pretty good, but the character graphics are another story. Aside from the evil spirits, who look appropriately demonic, all the other spirit and human characters look (unintentionally) ugly. The transparent spirits look overly blocky and the humans look like, well...zombies.

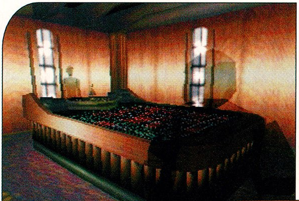
Speaking of zombies, many players complained that the puzzles in Resident Evil 2 were too easy, and I'm sure many will say the same about this game. While there are enough puzzles to set your noggin spinning over their sheer number, they're so obvious that you won't be stumped for long. Echo Night does offer replay value by way of multiple endings, but there's little motivation to play again. All you're doing is listening to the same story and solving the same puzzles, which just isn't much fun the second time through. On the plus side, the mini-games are fun and add to the overall length of the game.

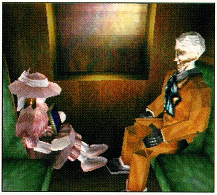
It would have been nice if the game were scarier and more inventive, especially since there are quite a lot of spooky things you can only pull off in a ghost story. But overall, Echo Night is an enjoyable title that's worth a rental. Still, an emphasis on quality rather than quantity of puzzles would have raised the marks considerably.

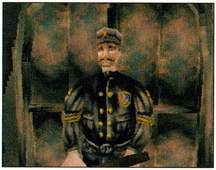
—Wataru Maruyama



The evil character models, though a bit blocky, are certainly spooky enough. It's too bad the normal human character models are equally spooky.







Spooky scenes like this one (above) abound in a game where restless spirits roam free.

Box Score

Pros
- Lots of puzzles
- Interesting story
- Many different locations

Cons
- Way too short
- Puzzles are pretty straightforward
- Human characters look (unintentionally) creepy

"An emphasis on quality rather than quantity of puzzles would have raised the marks considerably."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating

Konami Arcade Classics

Classic is in the eye of the beholder

Nostalgia titles are almost always a mixed bag. On the one hand you get to relive in perfect detail some of the signature titles of the golden age of arcade gaming. On the other hand, you have the chance to see these games from the perspective of today's market, and in some cases you're forced to confront the sad truth that your favorite game might have been utter crap.

Konami Arcade Classics is a collection of arcade-perfect versions of Pooyan, Scramble, Gyruss, Time Pilot, Yie Ar Kung-Fu, Roc'n Rope, Shao Lin's Road, Circus Charlie, Super Cobra and Road Fighter. Some of these are true classics that stand the test of time, like Time Pilot and Gyruss, while others, like Road Fighter and Roc'n Rope, just...aren't.

But that's almost expected in any compilation; what's most disappointing is that some of these games really require the use of a joystick (sadly, Time Pilot and Gyruss are the two most notable cases), and Konami didn't even add support for the analog stick, which would have at least been a better substitute than the D-pad. So the bottom line, as with any compilation, is that if you're a fan of any of the games on the disc, get yourself a joystick and go for it. If not, it's basically a rental. *—Joe Rybicki*

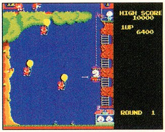
EVERYONE
E
CONTENT RATED BY ESRB

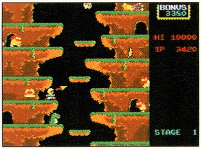
Developer	Konami
Publisher	Konami
Genre	Misc.

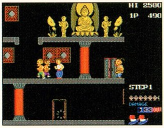
Box art not available

1 or 2 Players

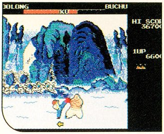
Memory Card 1 block







Shao Lin's Road (left), though a martial arts game, bears no other resemblance to THQ's upcoming brawler Shao Lin.



Box Score

Pros	Cons
• Classic games perfectly reproduced	• Plenty of not-so-classic games • No analog support • Limited options

● ● ◐ ○ ○

OPM Rating

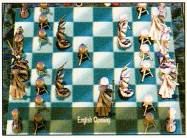
EVERYONE
E
CONTENT RATED BY ESRB

CHESSMASTER II
PlayStation

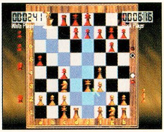
1 or 2 Players

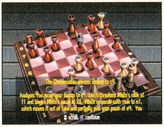
Memory Card 1 block

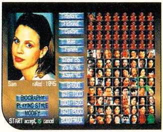
Developer	Starsphere
Publisher	Mindscape
Genre	Misc.



This fantasy chess set (above) is one of the more impressive of the optional sets. Too bad it's nearly impossible to play with.







Box Score

Pros	Cons
• Solid engine • Lots of helpful options • Loads of opponents	• Hard to play with most sets • Many extras are too clunky

● ● ● ◐ ○

OPM Rating

Chessmaster II

Promises extras but fails to deliver

You'd think it'd be pretty hard to screw up a chess game—especially a game based on an engine that's been developing since the early days of PC gaming. Well, Mindscape doesn't quite disgrace their series with this second PlayStation offering, but they do manage a surprising number of silly moves.

Now, let me stress that the actual engine is quite solid. With an extensive tutorial mode, nearly 100 different CPU opponents of varying challenge and plenty of helpful options for the novice player, it's a great way to work on your skills. The problem is, of the 20 different chess sets in the game, most are so detailed that on the low resolution of a TV screen it's hard to distinguish one piece from another, making the game almost unplayable. Plus, some of the extras, like the option to have the game recommend your next move (and explain the reasoning behind it), are awfully unwieldy. And unless you use a 2D set, the cursor movement is frustratingly slow, which could have been addressed with analog support.

While there's no real reason to play this against a human (unless you don't own a chess set), it's plenty worthwhile solo. I just wish they would have thought the extras through a little better. *—Joe Rybicki*

EVERYONE E CONTENT RATED BY ESRB

Developer	Square
Publisher	Square EA
Genre	Racing

PlayStation
Chocobo Racing
SQUARESOFT

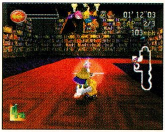
1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

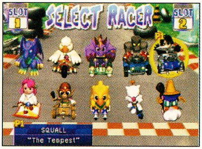
Chocobo Racing

Average yet enjoyable

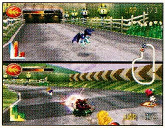
As much as I enjoy a good racing title, and even as a huge fan of the Final Fantasy games, I wasn't excited at all for the release of Chocobo Racing. I had seen the game on display at trade shows and thought it looked uninspired and dull—just another cart racer license. But after sitting back and actually playing the game for review, I must admit I found myself enjoying it.

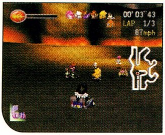
Admittedly Chocobo Racing *is* average in most respects—you would expect better graphics and less pop-in from Square, and the basic idea of gathering items on the track to attack the other racers is pretty standard stuff. Control isn't anything new—just accelerate and brake to skid on turns—and there's nothing really remarkable about any of the track designs. But despite all this, Chocobo Racing is just a fun game. Part of its charm is the sheer simplicity (almost anyone could master the controls in five minutes), and part of it has to be the story mode and the characters, which are so sickeningly cute you somehow end up liking them despite yourself. Although only younger gamers will probably find it worthwhile as a purchase, Chocobo Racing makes a nice little diversion for any fan of Final Fantasy or cart racing in general. ***—Mark MacDonald***





You earn plenty of different racers to choose from in the story mode (and later you can even "build" your own), all from the Final Fantasy universe, including Squall from FFVIII.





Box Score

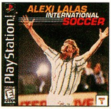
Pros
- Easy to pick up and get into
- Great music
- Simple fun

Cons
- So-so graphics
- Course designs and controls too simplistic for some

● ● ● ○ ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB



1 or 2 Players
Memory Card 1 block
Analog Control Compatible

Developer	Z-Axis
Publisher	Rockstar Games
Genre	Sports

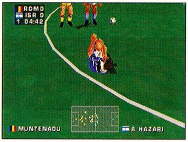
Alexi Lalas Int'l Soccer

His goatee is more interesting than the ga

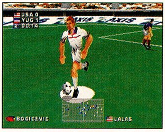
When I was younger, and more naive, I thought that nothing in the world of sports could possibly be more gaudy and annoying than Alexi Lalas and his obnoxious goatee, but alas, I am wrong. His game is even worse. International Soccer reminds me of some of the first generation PlayStation soccer games—except that even the oldest FIFA title was better than this dreck.

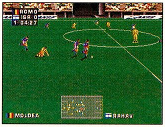
The only good thing that can be said about this game is that it plays pretty fast, but it's really obvious that a whole lot of sacrifices were made to get it that way. The level of detail is laughable when compared with leading soccer games (such as FIFA, ISS). The players look spectacularly anonymous and their floaty animations aren't any better. The game box boasts 250 different motion-captured animations, but 1,000 wouldn't be enough, judging from the amount of effort put into this game.

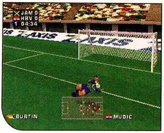
Looks aren't everything, but this game isn't very realistic either. In fact, the artificial intelligence is more or less nonexistent. Players stand around like mindless zombies while you have the ball and aren't much better on defense. Occasionally, there's a flash of intelligent life, but it's not nearly bright enough to make you want to boot this game up. ***—Kraig Kujawa***



It hurts to be involved in this bad soccer game, and this Israeli player knows it (top).







Box Score

Pros
- Lots of teams
- Fast gameplay

Cons
- Lame graphics
- Lame gameplay
- This game is just plain lame!

● ○ ○ ○ ○

OPM Rating

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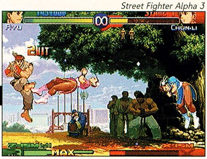
Review Recap

The final word—official and unbiased

A roundup of the most notable games of recent months

Street Fighter Alpha 3



Bloody Roar 2

PlayStation
Bloody Roar II

Although it still shares some of the same problems as the original (most significantly the somewhat shallow button-mashing engine), BR2 boasts enough improvements to make it worthwhile. The biggest change to the fighting engine is that Beast Mode now gives each character a bunch of real skill boosts. Better graphics and a deep Story Mode offer further polish.

OPM Rating ●●●●○

Civilization II

PlayStation
Civilization II

This is a rare thing in the world of PC-to-PlayStation ports: a completely faithful translation of an incredibly complex game. Civ II has everything strategy fans could ask for, allowing players to manage every facet of an entire civilization. Whether your goal is technological supremacy or simply global domination, you'll find plenty to whet your appetite for power.

OPM Rating ●●●●◐

Ehrgeiz

PlayStation
Ehrgeiz
SquareSoft

Although the fast, furious, fully 3D engine may not be for everyone, Ehrgeiz packs in enough extras—especially the huge Quest mode and the ability to play as characters from FFVII—to keep players coming back for more. It may not be the deepest fighter out there, but it's a blast to play.

OPM Rating ●●●◐○

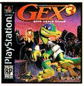
Elmo's Letter Adventure

PlayStation
Sesame Street
Elmo's Letter Adventure

Though cute, this game is too repetitive and linear. This may be good for basic alphabet skills, but psychologists say this sort of restrictive gameplay is counterproductive to a child's sense of empowerment. Plus, it's too simple to be truly educational.

OPM Rating ●◐○○○

Gex 3: Deep Cover Gecko



The third installment in the Gex saga suffers a bit from repetitive, monotonous combat and a fair share of graphic and camera glitches. But the humor of the series is here in full force, and a ton of levels and secrets help make up for the monotony.

OPM Rating ●●●◐○

Guardian's Crusade

PlayStation
Guardian's Crusade
Activision

Although Activision's new RPG has a lot of great ideas (like the ability to train your little porcine sidekick, Baby), it fails to truly exploit any of them, resulting in a game that offers the illusion of depth but doesn't deliver. The entertaining characters and dialogue are dulled by the too-simple graphics and the short play time. Not bad, but not great by any means.

OPM Rating ●●●○○

Legend of Legaia

PlayStation
Legend of Legaia

SCEA's RPG is a solid, entertaining game that punches a lot of classic RPG buttons while rarely sliding into cliché. The combat engine employs interesting hand-to-hand and magic systems, but where Legaia really shines is in the writing and character development. While the too-frequent (and too-lengthy) battles can be frustrating, Legaia offers a satisfying quest for any RPG fan.

OPM Rating ●●●●○

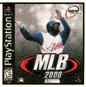
Lunar: Silver Star Story Complete

PlayStation
Lunar
Silver Star Story Complete

This reworked version of the classic Sega CD RPG puts most of today's "advanced" RPGs to shame with a great story, superb writing and an excellent battle system. Sure, the average graphics may look dated to those used to modern 32-bit RPGs, but that's not what you play an RPG for anyway, is it? The game package even comes with a bunch of nifty extras. Lunar will remind you why you started playing RPGs in the first place.

OPM Rating ●●●●◐

MLB 2000



Although MLB 99 was a good game, this year's version fails to make any significant improvements. The game still has its share of bugs and AI issues, and though it's a solid game, it's a shame it couldn't have been more improved.

OPM Rating ●●●●○

NBA Live 99

PlayStation
EA Sports
NBA Live 99

EA's newest installment in the Live series sports AI improved from the previous version, loads of options and features, and improved graphics that actually show the players' emotions through an almost creepy use of facial expressions. The frame-rate could use some work, though, and because of the NBA lockout, the rosters are woefully out of date. Still, it's one of the best b-ball games yet.

OPM Rating ●●●●○

Need For Speed: High Stakes

PlayStation
Need for Speed

Electronic Arts added even more interesting features to the already-substantial Need for Speed III, and the result is an all-around excellent racer with a ton of different

recap pick of the month

Ape Escape

PlayStation
Ape Escape

The first game to require an analog controller, Ape Escape sets a new standard with its ingenious and precise controls. With parts like a boxing minigame in which each arm is moved by its own analog stick, a river raft in which you rotate both sticks to row the oars, and a slingshot where you pull back and release the stick to fire, this game will literally change the way you think about your Dual Shock. The huge amount of moves, items and vehicles could have turned any other game into a frustrating, jumbled mess, but with these airtight controls the depth and variety become Ape Escape's greatest merits.

Of course, the game does have its flaws, including some graphic slowdown and the camera issues that are symptomatic of most 3D platformers. But the game is so far above average in every other area that it more than makes up for it.

OPM Rating ●●●●●

modes. One of the most interesting of these is the chance to win new vehicles off a friend in head-to-head competition. Only the jittery frame-rate in Hot Pursuit Mode mars this fine game.

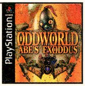
OPM Rating ●●●●◐

NFL Blitz

"Oh, that HAD to hurt!" To everyone's surprise, the console version actually more than does justice to Midway's arcade hit. Throw in Dual Shock support and Tournament and Season modes and you've got one excellent port on your hands. Fast, addictive, brutal and just plain fun.

OPM Rating ●●●●●

Oddworld: Abe's Exoddus



The loveable Abe returns in what amounts to little more than a collection of new levels to add to the excellent Abe's Oddysee. Further variety in environments helps differentiate between the games, however, as does the ability to possess more creatures, the increased GameSpeak vocabulary and the vector of Mudokon emotions. The much-needed Quiksave eliminates the pesky checkpoints of the previous game. An all-around topnotch title.

OPM Rating ●●●●◐

R4: Ridge Racer Type 4

R4 modifies the challenging Namco racing engine to make Drift driving much more forgiving. Unfortunately, this makes the game as a whole much easier, lowering the replay value. But the unbelievable graphics and multiplayer options make R4 worthwhile anyway.

OPM Rating ●●●●○

Silent Hill

When Konami decides to do a horror adventure in the vein of Resident Evil, they don't mess around: Silent Hill is perhaps the most disturbing game on the PlayStation. Although the controls could have used a *lot* of work, the creepy story, multiple endings and assortment of extras make the game worthwhile. Buy it for the sheer atmosphere and you'll find yourself leaving a light on at night. Not for the faint of heart.

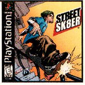
OPM Rating ●●●●○

Star Ocean The 2nd Story

This exceptional RPG is packed with options and extras that add incredible depth to the gameplay. The sweeping story is carried along by writing that is, sadly, only adequate in most areas. But the unusual battle system keeps the game moving along nicely, and the fine prerendered scenes are a joy to look at.

OPM Rating ●●●●◐

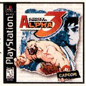
Street Sk8er



The PlayStation's first dedicated skateboarding game leaves quite a bit to be desired. Although EA manages to come through on most elements of skater atmosphere, the trick system is far too simplistic and the game in general simply isn't challenging enough to warrant more than a rental. Great soundtrack, though.

OPM Rating ●●◐○○

Street Fighter Alpha 3



This is without a doubt the best installment in the Street Fighter series. Remarkably faithful to the arcade version, the home edition also includes a World Tour Mode, which lets players tour the world to build up their favorite characters' abilities. To top it off, a ton of extras await the diligent player. All in all, for 2D PlayStation fighting this is as good as it gets.

OPM Rating ●●●●●

Syphon Filter

This game of high-tech espionage has drawn more than a few comparisons to Metal Gear Solid, but easily stands on its own merits. Although the game suffers from minor graphics and control issues, these pale in comparison with the imaginative level design and spectacular AI. A good bet for those seeking a thinking man's action game.

OPM Rating ●●●●○

Triple Play 2000

EA Sports has finally managed to improve the frame-rate problems that plagued previous Triple Play titles, and has come up with this year's baseball game to beat. A revamped, simplified interface makes the game much more intuitive, and the more dramatic TV-style presentation adds plenty of ambience. Check it out.

OPM Rating ●●●●◐

WCW/nWo Thunder

This is the unfortunate result of all the faction-and-alliance melodrama that's made wrestling so popular of late. Thunder includes lots of treats for the die-hard fan, but fails to deliver anything resembling fun. Bad AI, horrible controls and a useless camera make this one for avid fans only.

OPM Rating ●○○○○

Xenogears

Square proves they still got it with an immense RPG with an entirely unique engine and loads of other innovations. A great story, a necessity for any good RPG, is complemented by great graphics. A worthwhile experience for any RPG-er!

OPM Rating ●●●●○

Ratings at a Glance

Ace Combat 2	●●●●●
Activision Classics	●●○○○
Batman & Robin	●○○○○
Brave Fencer Musashi	●●●●○
Breath of Fire III	●●●◐○
C: Contra Adventure	●◐○○○
Castlevania: SotN	●●●●●
Contender	●●●●○
Crash: WARPED	●●●●●
Dead or Alive	●●●●◐
FIFA 99	●●●●◐
Final Fantasy VII	●●●●●
G.Darius	●●●●○
Gex: Enter the Gecko	●●●◐○
Gran Turismo	●●●●●
Heart of Darkness	●●●●○
Hot Shots Golf	●●●●○
Judge Dredd	●◐○○○
Kartia	●●●●○
Madden NFL 99	●●●●◐
Metal Gear Solid	●●●●●
MLB 99	●●●●○
Mortal Kombat 4	●●●◐○
NCAA Football 99	●●●●◐
Need For Speed III	●●●●○
NFL GameDay 99	●●●●○
NFL Xtreme	●●○○○
NHL 99	●●●●◐
Parasite Eve	●●●●○
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Rogue Trip	●●●◐○
Rollcage	●●●◐○
SaGa Frontier	●●●◐○
San Francisco Rush	●●●○○
Soul Blade	●●●●◐
Spyro the Dragon	●●●●○
Tekken 3	●●●●●
Tomb Raider III	●●●◐○
Tomba!	●●●●○
Twisted Metal III	●●◐○○
Vigilante 8	●●●●○

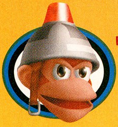
APE ESCAPE

Expert Gamer Strategy by Andy Baran

Ape Escape is one of the coolest games to hit the PlayStation in a while, but it will take a little bit of playing to get used to the unique controls. This is the first game to take full advantage of the Dual Shock analog controller. We recommend that you toy around with the first level for a short time, and practice your jumping skills.

Finding the monkeys gets progressively tougher, but you will soon become familiar with the many ways they are hidden. If you can't reach a monkey, don't stress. You can't get all the monkeys until you've gotten all the items. It just so happens that you won't get a certain item until you've beaten the game once. You'll end up doing a lot of backtracking to get them all.

Whenever you save the game, you will see a percentage of the game that you've completed. Remember that you can only earn 85 percent by finding everything in the game. You must earn Medals in the Time Trials in order to make 100 percent.



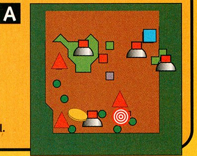
THE LOST LAND

The Item Key

- **Monkey Location:** Find a mischievous primate here.
- ● **Specter Coin:** A coin is hidden at this location in the game.
- 🟦 **Mailbox:** Offers you general gameplay hints.
- ▲ **Enemy Location:** Baddie at this spot.
- ◎ **Continue Point:** Here's where you continue from.

As you progress through the game, you will receive items that will help your quest. You will have to backtrack through the game as you get new stuff.

LEVEL 1-1 FOSSIL FIELD



Monkeys

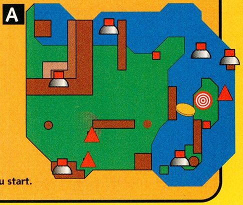
- **Monkey 1:** This monkey is standing between the trees.
- **Monkey 2:** You'll find him sitting atop the rocky step.
- **Monkey 3:** This one is on a tree stump.
- **Monkey 4:** You'll need the Sky Flyer to reach the one on the high ledge.

Coins

- **Coin 1:** Climb up a tree near the bottom part of the level.

LEVEL 1-2 PRIMORDIAL OOZE

New Item: Water Net



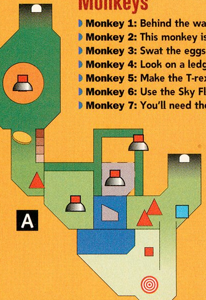
Monkeys

- **Monkey 1:** Sitting next to the tree stump. Catch him before he runs!
- **Monkey 2:** On a ledge near the raised log.
- **Monkey 3:** On the cliff looking out over the water.
- **Monkey 4:** On the high section past the watery cave entrance.
- **Monkey 5:** In the water by where you start.
- **Monkey 6:** On a cliff on the far side of the water. Use Nessie or the Sky Flyer.

Coins

- **Coin 1:** The coin is underneath the island where you start.

LEVEL 1-3 MOLTEN LAVA



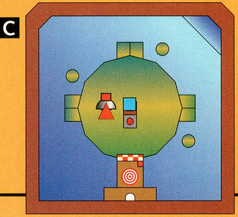
Monkeys

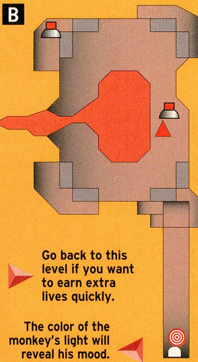
- **Monkey 1:** Behind the waterfall in a cave on the second floor.
- **Monkey 2:** This monkey is on the ledge just past the waterfall.
- **Monkey 3:** Swat the eggs in the nest to reveal a hidden primate.
- **Monkey 4:** Look on a ledge opposite of where you start by the T-rex.
- **Monkey 5:** Make the T-rex bash his head on the rocks to drop the monkey.
- **Monkey 6:** Use the Sky Flyer to find the one on top of the waterfall.
- **Monkey 7:** You'll need the Slingshot to reach the one on the triceratops.

Coins

- **Coin 1:** Look on the slanted incline right before the nest. Double jump to reach it.

Hit the T-rex and get him to chase you up the rocks. He'll bash his head.

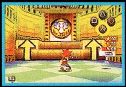




Go back to this level if you want to earn extra lives quickly.

The color of the monkey's light will reveal his mood. Watch out for red!

Stun Baton
Used to hit enemies or switches. Spin with it to swat multiple enemies.



Slingshot
Shoot enemies and switches with one of three ammo types.

GET THOSE DAMN DIRTY APES!!

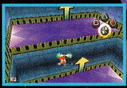
Monkey Radar
The radar helps you find monkeys. Hit L2 to view them close up.

Water Net
If there are monkeys under the water, use this to nab them.

Magic Punch
Allows you to punch through walls and other tough objects.

RC Car
Used for scaring monkeys from tight spots or triggering switches.

Dash Hoop
Use the hoop to get a quick burst of speed or to dash into enemies.



Sky Flyer
The coolest item. It lifts you up and lets you glide.

Time Net
This is the item you use to catch the monkeys.

MYSTERIOUS AGE

LEVEL 2-1 THICK JUNGLE

New Item:
Monkey Radar

Monkeys

- **Monkey 1:** Found in a pod on the first big tree.
- **Monkey 2:** Also found in a pod on the first big tree.
- **Monkey 3:** This one's in the lookout tower.
- **Monkey 4:** This one's hanging around in the water nook.
- **Monkey 5:** This ape's swinging on a little island.
- **Monkey 6:** This monkey is past the giant gate.
- **Monkey 7:** Find another monkey in the camp.
- **Monkey 8:** Kill the giant tree to unleash a monkey.
- **Monkey 9:** There is a monkey in the circle of trees.
- **Monkey 10:** In the avalanche room there is a monkey.
- **Monkey 11:** Beyond the avalanche there is a saucer monkey.
- **Monkey 12:** Use the Flyer to cross the pit behind the start.
- **Monkey 13:** Kill off a second giant tree for another ape.
- **Monkey 14:** Look for a hidden ledge below the second tree.

Coins

- **Coin 1:** Found behind the wooden gate-like section. Use the raft to reach it.
- **Coin 2:** Found underneath the swinging monkey to the right of the raft starting point.
- **Coin 3:** Use the Sky Flyer gadget to reach the coin on top of the first water area entrance.
- **Coin 4:** Hidden in a secret nook directly to the right of the raft. Drop down to a ledge by the valley tree.

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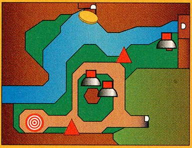

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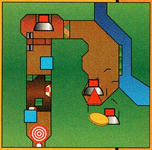

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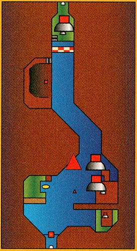

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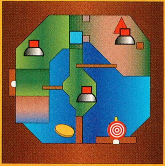

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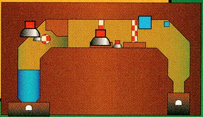

LEVEL 2-2 DARK RUINS

(continued on next page)

Monkeys

- **Monkey 1:** The first one is right in front of you when you start.
- **Monkey 2:** This monkey is sitting on a stone by where you start.
- **Monkey 3:** On the outside top of the first tower by the falling block.
- **Monkey 4:** This one's sitting in front of the giant fan. Sneak up on him.
- **Monkey 5:** This monkey is hidden on the back wall of the fan room.
- **Monkey 6:** Jump carefully to the monkey on the pillar over the chasm.
- **Monkey 7:** This one is running around the water section of the second tower.
- **Monkey 8:** This monkey is in the water area of the second tower as well.
- **Monkey 9:** Kill the Totem Poke to get the monkey that's in the sarcophagus.
- **Monkey 10:** Use the Slingshot on the monkey by the slide in the first tower.
- **Monkey 11:** There's a monkey in the big fenced-in area.
- **Monkey 12:** Use the Magic Punch to reach the monkey by the dropping floor.
- **Monkey 13:** On the second floor of the first tower.

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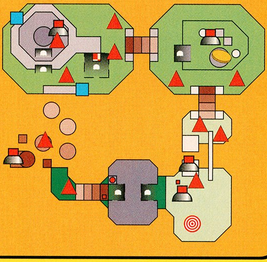

LEVEL 2-2 DARK RUINS

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Coins

- **Coin 1:** Found under a bridge in the second tower.
- **Coin 2:** On the stone arch by the wind machine.
- **Coin 3:** Look inside the first tower on the slide.
- **Coin 4:** Climb up the tower in the fenced-in area.

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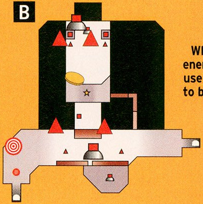

Whenever flying enemies are about, use your Slingshot to blast them from a distance.

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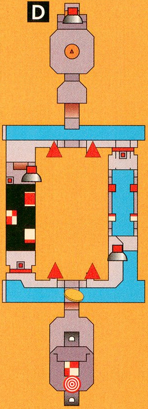

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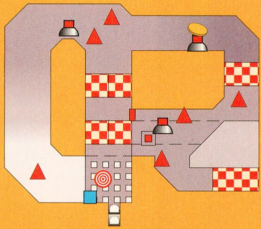

You'll have to return to this level many times in order to catch 'em all.

LEVEL 2-3 CRYPTIC RELICS

New Item: Slingshot

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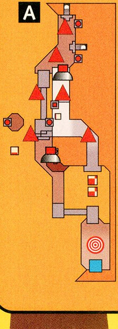
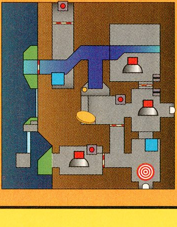


Monkeys

- **Monkey 1:** Push the block onto the first switch to open the monkey cage.
- **Monkey 2:** Shoot a switch to get to one on a high ledge near the start.
- **Monkey 3:** Look in the ruins in the same room as the crank.
- **Monkey 4:** This monkey is on a ledge just outside the crankable gate.
- **Monkey 5:** Hit the switch behind the breakable wall, and head left outside.
- **Monkey 6:** Use the Baton to bash the stone pillar the monkey is perched on.
- **Monkey 7:** You will need the RC Car for the one trapped in the small cage.
- **Monkey 8:** Use the Slingshot on the switch to get the monkey in the long hall.



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Coins

- **Coin 1:** This one is in the ruins high atop a stone in the room with a door switch.

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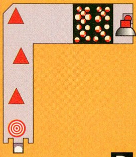

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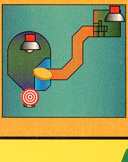

Oceana

Dimension X

STADIUM ATTACK

Jake's Challenge

Jake will challenge you to a race. You'll get five Specter Coins if you win. If you lose, you can race him again. And don't worry about dying, as it won't affect your life count. A few hints:

- While you're a faster runner, Jake is a much better jumper, and he'll pull ahead during the jumping segments. Be sure to cut corners while running to catch up.
- Make sure you run through that candy-striped hoop at the start; it gives you an essential speed boost.

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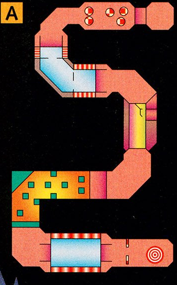
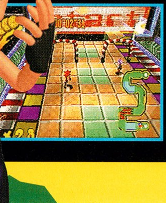


- Take the far left path of the pedestals over the pit of lava. You may have to double-jump even though Jake only needs to use a single-jump.
- Remember to jump right before you hit the bottom of the sliding area. Otherwise, you'll skid and lose a valuable second.



LEVEL 4-1 CRABBY BEACH

New Item: Dash Hoop

Monkeys

- **Monkey 1:** Sunning himself on a beach chair on the beach.
- **Monkey 2:** Running around the beach.
- **Monkey 3:** Near the water on the beach.
- **Monkey 4:** You'll find this guy on the beach too.
- **Monkey 5:** Playing on the beach, you find yet another monkey here!
- **Monkey 6:** Next to Monkey #5, he'll board a saucer. Shoot it down!
- **Monkey 7:** On a ledge to the right just past the two dropping platforms.
- **Monkey 8:** This one is found past the bridge trigger.

Coins

- **Coin 1:** Behind the elevator found in the passageway underneath the saucer.

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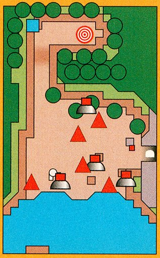

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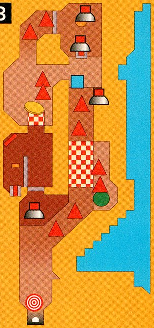

LEVEL 4-2 CORAL CAVE

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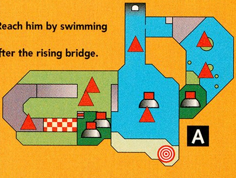
Monkeys

- **Monkey 1:** At the start. Reach him by swimming into an underwater cave.
- **Monkey 2:** Found right after the rising bridge.
- **Monkey 3:** After the bridge of guillotines. He'll try to board a flying saucer.
- **Monkey 4:** In the cannon across from the waterfall. Shoot him from a distance.



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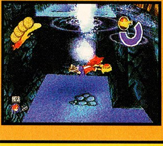
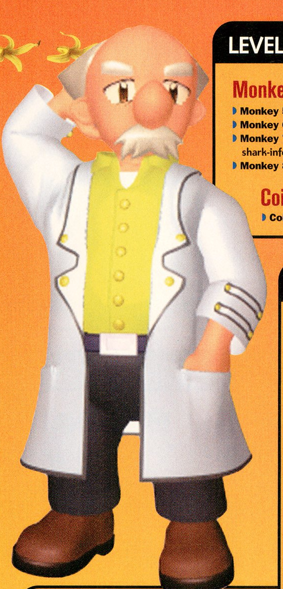
If it ever looks like there's no way to reach a monkey, you can bet that there's a secret passage under the water. Throughout the game, there are plenty of apes that must be reached this way.





LEVEL 4-2 CORAL CAVE

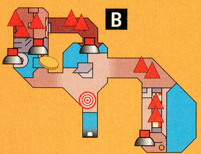
(continued from previous page)

Monkeys

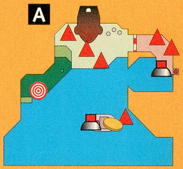
- **Monkey 5:** Found on the far back ledge inside the cave.
- **Monkey 6:** Inside the submarine deck gun.
- **Monkey 7:** Find this agile little monkey swimming in the shark-infested waters.
- **Monkey 8:** This monkey is on a ledge near the submarine.

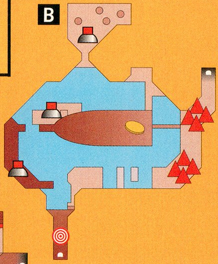
Coins

- **Coin 1:** Underneath the waterfall by the submarine.



LEVEL 4-3 DEXTER'S ISLAND





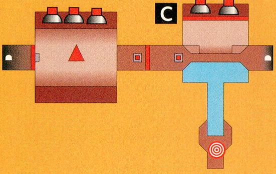
Monkeys

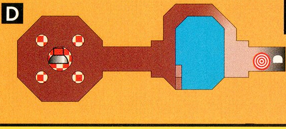
- **Monkey 1:** Use the Slingshot at the three holes to knock a monkey down to the pit.
- **Monkey 2:** Use the Slingshot at the three holes to knock another monkey down.
- **Monkey 3:** Skittering about in the rolling ball room.
- **Monkey 4:** Also running about in the rolling ball room.
- **Monkey 5:** Yet another in the rolling ball room.
- **Monkey 6:** In the tentacle room. Kill all the tentacles to free the monkey.
- **Monkey 7:** Behind breakable door next to Dexter.
- **Monkey 8:** On the ship in the harbor, trigger the turtle to reach it easily.
- **Monkey 9:** Atop the pirate ship that's raining barrels.
- **Monkey 10:** In a tight spot by the pirate ship. Use the RC Car to draw him out.
- **Monkey 11:** In a yellow passage by the tilted ship.

Coins

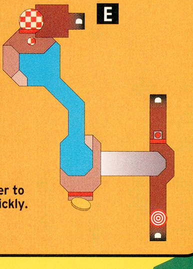
- **Coin 1:** On the ship in the harbor.
- **Coin 2:** Found underneath the tilted pirate ship.
- **Coin 3:** On a drop-off below the first slide inside Dexter. Needs the Magic Punch.

The Professor will help you learn how to utilize all of the gadgets you earn throughout the game.





You can use the Sky Flyer to get up the pirate ship quickly.



New Freezeland

LEVEL 5-1 SNOWY MAMMOTH

Monkeys

- **Monkey 1:** Hidden inside the igloo with the flag.
- **Monkey 2:** Use the Slingshot to shoot him off the mammoth's back.
- **Monkey 3:** On the ledge that shuts off the propeller elevator.
- **Monkey 4:** On the icy ledge right after the propeller elevator.
- **Monkey 5:** On a ledge near Monkey #4.
- **Monkey 6:** Trapped in an ice cave by the mammoth. Look for the pole to climb down.

Coins

- **Coin 1:** Found atop a pole within view of the giant mammoth.

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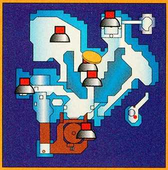

LEVEL 5-2 FROSTY RETREAT

New Item: Sky Flyer

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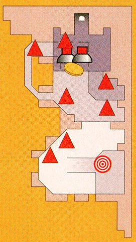

Monkeys

- **Monkey 1:** In the little study down the narrow path by the start.
- **Monkey 2:** Also clamoring around the study.
- **Monkey 3:** On a ledge found right after the avalanche.
- **Monkey 4:** You'll find this monkey after the slidey stairs.
- **Monkey 5:** This monkey is on an island you have to reach by raft. He's got a saucer.
- **Monkey 6:** This one's found on the land near the island.
- **Monkey 7:** In a cave right after the icy steps.
- **Monkey 8:** Above the island. Tread carefully on the narrow path to reach him.
- **Monkey 9:** Swim underwater to find a way to reach the one in the cage.

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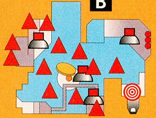
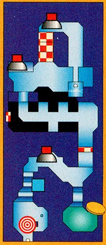


Coins

- **Coin 1:** Use the Sky Flyer in the study to reach it.
- **Coin 2:** Underneath the island with the saucer monkey.
- **Coin 3:** In a niche on the left side of a pool of water before the wall of spikes.

C



LEVEL 5-3 HOT SPRINGS

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Use the Dash Hoop to cross over the crumbling icy bridge.

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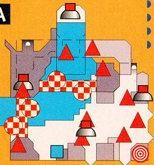
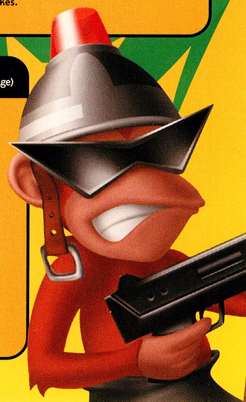


Monkeys

- **Monkey 1:** He's right in front of you when you start.
- **Monkey 2:** Hidden behind the waterfall inside the cave.
- **Monkey 3:** He's strolling about right after the falling ice bridge.
- **Monkey 4:** On a high ice ledge.
- **Monkey 5:** In the computer room past the polar bears.
- **Monkey 6:** Found in the room after the computer room.
- **Monkey 7:** Soaking in the hot springs.
- **Monkey 8:** Resting in the steamy waters of the hot springs.
- **Monkey 9:** Behind the waterfall in the hot springs.

Coins

- **Coin 1:** In the computer room past the polar bears.
- **Coin 2:** This coin is found in the hot springs room.



LEVEL 5-3 HOT SPRINGS

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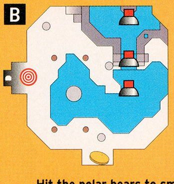
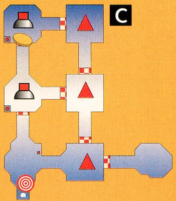




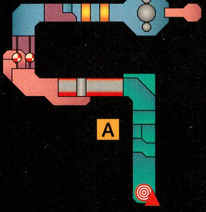
Hit the polar bears to smash them through the ice walls. You'll have to aim your stun baton so the bears slide at the ice.

Dimension X

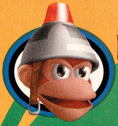
GLADIATOR ATTACK

Jake's Return

Here's another chance to earn five Specter Coins. This race will focus on your ability to use the Sky Flyer. Since Jake's Flyer lasts longer than yours, this competition is *extremely* tough. Make sure you're the first one in the air, and try to shave off some time at the corners. On the slide, jump the chasm, then jump again before the bottom. On the final cylinder, you'll have to double-jump forward then use your Flyer to make it to the platform.

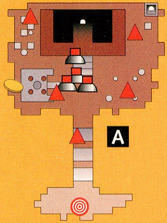


If you fall off the narrow strip, don't fret. You can jump and glide to the next area to get an easy lead over Jake.



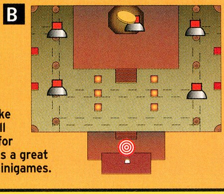
Medieval Mayhem

LEVEL 7-1 SUSHI TEMPLE



Monkeys

- **Monkey 1:** This guy's sitting out in front of the temple.
- **Monkey 2:** This one is also sitting out in front of the temple.
- **Monkey 3:** You will find the third sitting out front with the other two.
- **Monkey 4:** This primate is crouching inside one of Buddha's hands.
- **Monkey 5:** Sitting on the right side of the Buddha.
- **Monkey 6:** Sitting on the left side of the Buddha.
- **Monkey 7:** Drop down the well to find him hidden inside.
- **Monkey 8:** This guy's also inside the well.
- **Monkey 9:** Sitting on the roof of the temple. Knock him down with the Slingshot.
- **Monkey 10:** He's hidden behind the statue. Shoot the target to reveal him.
- **Monkey 11:** Search high up in the rafters for this one.
- **Monkey 12:** The last monkey is also hidden atop the rafters.

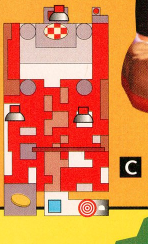


If you can beat Jake in the race, you will receive five coins for your hard work. It's a great way to open the minigames.

Coins

- **Coin 1:** Look behind the bell, next to the small graveyard.
- **Coin 2:** Inside the well.
- **Coin 3:** Climb to the top of Buddha's head and jump straight up.

The color of a monkey's pants will determine how he reacts to your character.



LEVEL 7-2 WABI SABI WALL

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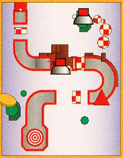
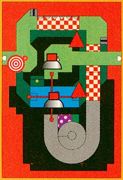


Monkeys

- **Monkey 1:** Head past the spinning discs to find a monkey on a platform.
- **Monkey 2:** Inside the gong room, you'll see this little bugger.
- **Monkey 3:** A second monkey is running around in the gong room.
- **Monkey 4:** Look for a third monkey in the gong room.
- **Monkey 5:** He's checking out the sights with the pay-per-view binoculars.
- **Monkey 6:** He's in the large room with the two spinning targets.
- **Monkey 7:** At the top of the far tower is a saucer-piloting monkey.
- **Monkey 8:** At the end of the rappel-line, this one will run into the tower.
- **Monkey 9:** He's behind the cage. Jump and glide from the teacup area.
- **Monkey 10:** In the room with the spinning rod. Use the RC Car to get him out.

E



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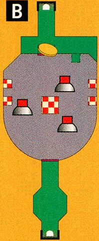

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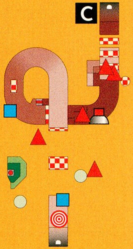

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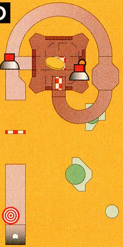
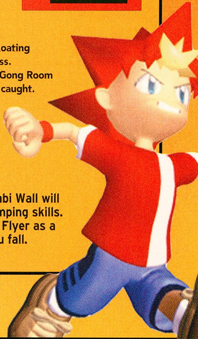


Coins

- **Coin 1:** On the first floating island you come across.
- **Coin 2:** Found in the Gong Room once all the apes are caught.
- **Coin 3:** Found on a floating island behind the last tower. You'll need to glide.

The Waba Sabi Wall will test your jumping skills. Use the Sky Flyer as a backup if you fall.



LEVEL 7-3 CRUMBLING CASTLE

Monkeys

- **Monkey 1:** On the lower ridge outside the castle.
- **Monkey 2:** On the center top section of the bell tower.
- **Monkey 3:** He's hiding underneath the bells in the bell tower.
- **Monkey 4:** This monkey is on a ledge in the bell tower.
- **Monkey 5:** This obnoxious creature is sitting on the throne.
- **Monkey 6:** Find yet another atop the throne room chandelier.
- **Monkey 7:** In the room to the left of the throne room. Use the chandelier.
- **Monkey 8:** In the room to the right of the throne room.
- **Monkey 9:** Swimming in the water in the dungeon.
- **Monkey 10:** Also swimming in the murky waters of the dungeon.
- **Monkey 11:** In the jail cell, enter via an underwater passageway.
- **Monkey 12:** Meandering about the gear room.
- **Monkey 13:** A second monkey can be found in the gear room.
- **Monkey 14:** Hopping around the guillotine just past the slippery ice.
- **Monkey 15:** You'll find another monkey by the guillotine later on.
- **Monkey 16:** In a prison cell near the guillotine.
- **Monkey 17:** He's on the castle top.
- **Monkey 18:** On a ledge behind the top castle turret.
- **Monkey 19:** On the lower ridge outside the castle near a saucer.
- **Monkey 20:** In a box atop the castle. You'll need a Magic Punch to break it.

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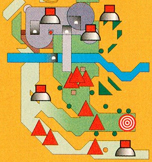

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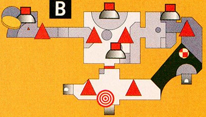

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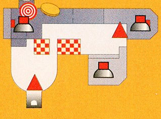

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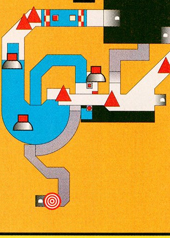


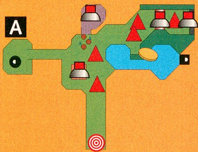
Coins

- **Coin 1:** In the room to the left of the throne room, via the chandelier.
- **Coin 2:** In the gear room, look toward the top center.
- **Coin 3:** On a bouncy ledge near the guillotine.
- **Coin 4:** On the back side of the castle. Make a tricky jump to get there.

Futurama

LEVEL 8-1 CITY PARK

New Item: RC Car

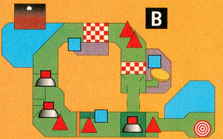


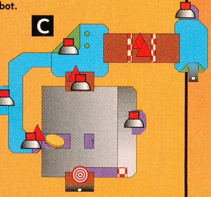
Monkeys

- **Monkey 1:** He's playing around in the jungle gym.
- **Monkey 2:** He's in a nook by the waterfall. Watch out for the robot.
- **Monkey 3:** This one's putting up his dukes in the boxing ring.
- **Monkey 4:** Look past the grate in the sewers.
- **Monkey 5:** This one is in the sewer in a cage. Flush him out with the RC Car.
- **Monkey 6:** To get the one swinging over the sewers, hit the switch by the coin.
- **Monkey 7:** On a high platform in the room past the cans.
- **Monkey 8:** This one is also on a high platform in the room past the cans.
- **Monkey 9:** In the room with the cans, look on the wall the cans roll toward.
- **Monkey 10:** In the cage by the cans.
- **Monkey 11:** Also in the cage by the cans.
- **Monkey 12:** On a ledge past the fans.
- **Monkey 13:** Next to the waterfall on the pipe.

Coins

- **Coin 1:** In the sewer. Must use the RC Car to retrieve.
- **Coin 2:** In the room with rolling cans, it's atop the monkey cage.
- **Coin 3:** Above the waterfall.





LEVEL 8-2 SPECTER'S FACTORY

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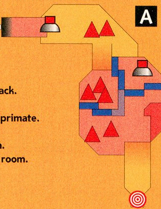
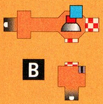
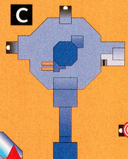
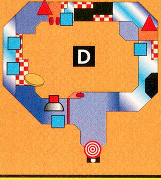
Monkeys

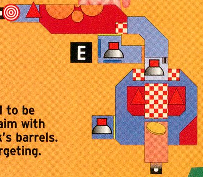
- **Monkey 1:** Look behind the first destructible wall. He flies a saucer.
- **Monkey 2:** This one's just past the first batch of enemies you face.
- **Monkey 3:** At the end of the RC Car tubes. He's tricky to get.
- **Monkey 4:** Grab this one atop the center room by the switch.
- **Monkey 5:** In the boss mech. Let it zoom at you, then hit it on the backpack.
- **Monkey 6:** This monkey is after the big rising tube.
- **Monkey 7:** Go below the big tube in a cage. Use the RC Car to scare the primate.
- **Monkey 8:** You'll find a monkey in the conveyor belt room on a ledge.
- **Monkey 9:** This ape controls a mech at the top of the conveyor belt room.
- **Monkey 10:** You'll need the Magic Punch to get the one in the computer room.



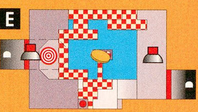


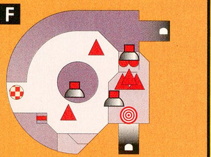






Press L1 to be able to aim with the tank's barrels. Easy targeting.





LEVEL 8-2 SPECTER'S FACTORY

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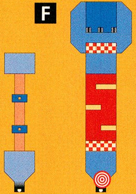
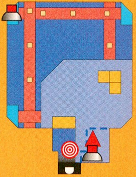


Coins

- **Coin 1:** Over a chasm by the RC Car tubes. Hit the triggers with the car.
- **Coin 2:** Look on the back of the big rising tube after it goes up.

G



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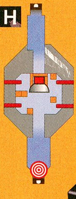
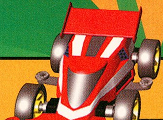


Depending on which analog stick you press in, the tank fires a different weapon. The cannon is best.

LEVEL 8-3 TV TOWER



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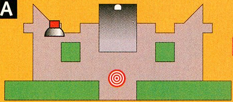

You'll need to beat the game once in order to receive the Magic Punch.

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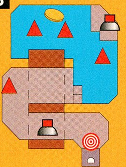


Monkeys

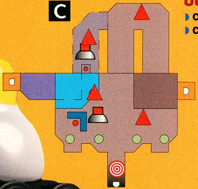
- **Monkey 1:** Look for him sitting behind the secretary's desk.
- **Monkey 2:** He's in the ventilation shaft just past the first inside door.
- **Monkey 3:** Look for him on a platform in the water by the raft.
- **Monkey 4:** This one's hanging from the ceiling at the end of the water section.
- **Monkey 5:** Found atop the highest part of the tank room.
- **Monkey 6:** Scrambling about on lower green tank area.
- **Monkey 7:** Also running about on lower green tank area.
- **Monkey 8:** This one's on a pole in front of the massive fans.
- **Monkey 9:** So is this one...(grab him to open the fan control room).
- **Monkey 10:** Also in front of the fans. Make sure they are shut off first.
- **Monkey 11:** He's in the control room by the fans.
- **Monkey 12:** Use the Magic Punch to break the box outside the building.

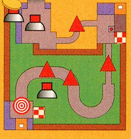
Catch the top two monkeys on the fan to open up the control room. If you try to go for the third without turning off the fan, you'll get blown off into a bottomless pit.

Coins

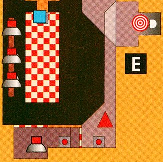
- **Coin 1:** Hanging over the water section. Use the big pipe to get up to it.
- **Coin 2:** On bottom section of the green tank area.

C



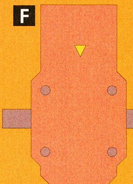


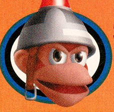
D



E

F





Specter Land

LEVEL 9-1 MONKEY MADNESS

Monkeys

- **Monkey 1:** In the Western Land window. Shoot him to knock him down.
- **Monkey 2:** Another monkey awaits in the Western Land windows. Shoot again.
- **Monkey 3:** A third and final monkey can be nabbed from the Western Land window.
- **Monkey 4:** Look in the western section atop the Day Goods Western Building.
- **Monkey 5:** Go down alley in the arcade by the roller coaster.
- **Monkey 6:** Look in a cage with the switches in the haunted house.
- **Monkey 7:** In the pit beneath the girl in the haunted house.
- **Monkey 8:** In the same pit as the last monkey.
- **Monkey 9:** So is this one too.
- **Monkey 10:** Follow the ledge outside to the castle to the right to find this one.
- **Monkey 11:** He's hiding in the bottom section of the turbine room.
- **Monkey 12:** In a saucer outside the castle.
- **Monkey 13:** Another primate in a saucer outside the castle.
- **Monkey 14:** In the room with the power switch. He's running around.
- **Monkey 15:** In the room with the power switch. You'll need the RC Car.
- **Monkey 16:** In the large spiral room.
- **Monkey 17:** This one is at the top of the spiral room.
- **Monkey 18:** Look in the space area on a high platform (use the middle switch).
- **Monkey 19:** In space area head to the spot above the entrance.
- **Monkey 20:** He's in the room just past the obstacle (space) room.
- **Monkey 21:** This one's at the top of the anti-gravity machine.
- **Monkey 22:** He's playing pool in a cage. Use the car to hit the switch.
- **Monkey 23:** Shoot the second monkey headlight to reveal a door atop his head.
- **Monkey 24:** He's in a box inside the castle foyer. Use the Magic Punch to open it.

Coins

- **Coin 1:** Atop the sign in the western area above the bull horns.
- **Coin 2:** On Terror Coaster.
- **Coin 3:** On second part of Terror Coaster. You'll have to jump for it.
- **Coin 4:** On top of the doorway leading to the monster head.
- **Coin 5:** On top of the weird mechanical entrance outside the castle.
- **Coin 6:** Past the mechanical entrance, floating over the grass.
- **Coin 7:** In the second floor in the large spinning turbine room.
- **Coin 8:** Use the anti-gravity platform to reach yet another coin.
- **Coin 9:** In the space area on a high platform, same as the monkey.
- **Coin 10:** In the room past the stretching monkey eyes. Shoot the light on his head.

Use the explosive Slingshot rounds on the giant robots in the spiral room.

MiniGames

Tactics

There are three minigames you can earn by collecting the Specter Coins strewn about the levels. Completing these mini-games is purely optional and does not affect the percentage total of the main game. The best way to open up these levels is to win the two races. Doing so will net you an easy 10 coins.

Ski Kidz Racing

Coins Required: 10

It's all downhill from here: If you want to win in these races, you'll need to operate both analog sticks as if they are one. If you don't move them together, you won't get anywhere.

Specter Boxing

Coins Required: 20

Put up your Dukes: The way to win this boxing game is to keep moving. Once you get one hit that stuns your opponent, time a flurry of pistoning hits to knock him out. Don't punch mindlessly.

Galaxy Ape

Coins Required: 50

Lightning reflexes required: To survive, keep your eyes open for the red indicator bars that will show where the enemies will come from. Try not to get boxed in by the inflating pink enemies. Stay back.

Archive Tricks

Army Men 3-D

Invincibility and All Weapons

After you have started the mission, press the Start button to bring up the Pause Screen. These codes must be input within about two seconds to work:

Make Sarge Invincible:
Square, Circle, L1, L1+L2 (simultaneously)

All Weapons:
Square, Circle, R1, L1, R1+R2 (simultaneously)

Contender

Unlock Jackal

This trick is for Contender, but in order to get it you will need the "Main Event Characters in Two-Player Mode" code. (Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer, start a two-player match. At the Character Select Screen, press the Square button to pick any of the other boxers from your memory card.) Now you will need to highlight Alexa Andersen, push Square, and then it will take you back to the page on which you get to pick your characters. Once you are on that page, go to Load and click on it. It will then take you to the screen that has the characters that were put there from the "Main Event Characters in Two-Player Mode" trick. You will then have Jackal, the guy with a black eyepatch.

Invasion From Beyond

Various Cheats

Level Select:
At the Press Start Screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square (2x), Circle, X, Triangle. Go to the Main Menu to select any level in the game.

All Ships, Weapons and Upgrades:
At the Press Start Screen, enter L1, R1, L2, R2, Up, Down, Right, Left (2x), Right, Down, Up for all ships, weapons and upgrades.

Marvel Super Heroes vs. Street Fighter

Hidden Characters

These characters can be used in any mode of the game.

For Armored Spider-Man:
Highlight Spider-Man, hold Select and press any button.

For Dark Sakura:
Highlight Hulk, hold Select and press any button.

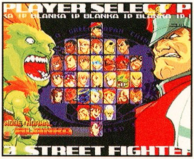
For Mephisto:
Highlight Omega Red, hold Select and press any button.

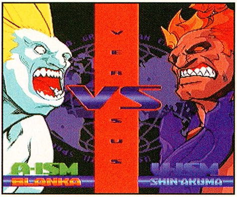
For Shadow:

Street Fighter Alpha 3

Battle Shin Akuma

You must first open up Final Battle mode by beating the game on difficulty 7 or 8. Once you do this, Select Final Battle Mode from the Main Menu Screen. On the Character Select Screen, press and hold L1+L2 and choose your fighter. Keep holding it until the VS. screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!



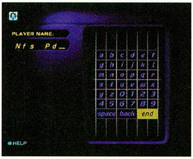


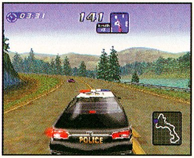
BLANKA
SHINAKUMA
2HIT
GO!
CHARGE

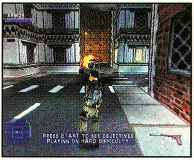
Need For Speed: High Stakes

Cop Code

Enter the Game Option Screen and select the User Name Option. Now enter the name: NFS_PD. This will allow any unlocked cop car to race on any track.


PLAYER NAME:
Nfs Pd_

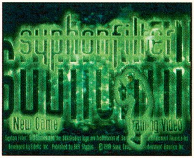




Syphon Filter

Hard Difficulty

While on "New Game" on the Title Screen, you need to press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say "Damn it!" when entered correctly, and when you start the fist level the screen will say "Hard Difficulty" under the area name.



Do you have a trick that you, and only you, know? Don't hold back—write us at:

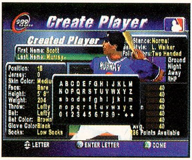
Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

Sorry, we cannot respond to individual letters asking for codes or tricks.

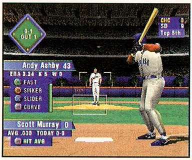
MLB 2000

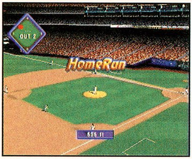
Heavy Hitter

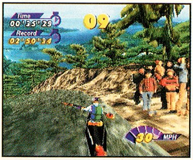
Go to the Create Player mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

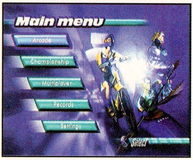

Create Player
Created Player
LETTER
ENTER LETTER
DONE

First Name: Scott
Last Name: Murray
Position: 1B
Jersey: 0
Skin Color: Medium
Face: Bare
Height: 5' 8"
Weight: 204
Throw: Lefty
Bat: Lefty
Bat Color: Brown
Glove Color Black
Socks: Low Socks
Stance: Normal
Style: L. Walker
Follow Thru: Two Handed
36 Points Available


0-1
OUT 1
CHC 0
SD 9
Top 5th
Andy Ashby 43
ERA 3.34 K 5 W 0
FAST
SINKER
SLIDER
CURVE
Scott Murray 0
AVG .000 TODAY 0-0
HIT AVG


OUT 2
HomeRun
606 ft

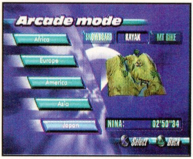

Time
00'35"29
Record
02'50"34
09
30
MPH

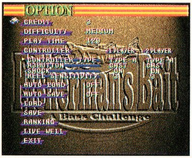

Main menu
Arcade
Championship
Multiplayer
Records
Settings
Select

Rushdown

All Tracks

Here's a code to unlock all the tracks. On the Main Menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.


Arcade mode
Africa
Europe
America
Asia
Japan
SNOWBOARD
KAYAK
MT BIKE
NINA:
02'50"34
Select
Back



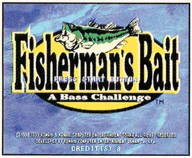
OPTION
CREDIT 3
DIFFICULTY MEDIUM
PLAY TIME 120
CONTROLLER 1PLAYER 2PLAYER
CONTROLLER TYPE TYPE-A TYPE-A
R3BUTTON CAST CAST
SHOCK ON ON
REEL SENSITIVITY 3 3
AUTO LOAD OFF
AUTO SAVE OFF
LOAD
SAVE
RANKING
LIVE WELL
EXIT

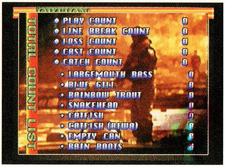
Fisherman's Bait
A Bass Challenge

Fisherman's Bait

Total Count List

On the Title Screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the Start button. Go to Options. On the Options Screen, press Select. If you have entered the code correctly, you will see a "Total Count Screen." This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.


Fisherman's Bait
PRESS START BUTTON
A Bass Challenge
CREDIT(S) 3



TOTAL COUNT LIST
PLAY COUNT 0
LINE BREAK COUNT 0
LOSS COUNT 0
CAST COUNT 0
CATCH COUNT 0
LARGEMOUTH BASS 0
BLUE GILL 0
RAINBOW TROUT 0
SNAKEHEAD 0
CATFISH 0
CATFISH (BIWA) 0
EMPTY CAN 0
RAIN BOOTS 0

Highlight Dhalsim, hold Select and press any button.

For Dark Zangief:
Highlight Blackheart, hold Select and press any button.

For U.S. Agent:
Highlight M.Bison, hold Select and press any button.

Hidden EX Option

On the Main Menu Screen, highlight Options and quickly press R1, Circle, Left, Triangle, Triangle. If you do it fast enough, you will reveal the hidden EX Option, which will allow you to choose a full Hyper Combo Gauge, fast Vitality Recovery Speed and Human- or Computer-controlled VS. mode.

Moto Racer

Cycle Codes

Faster Bikes:
Press Up (3x), Right, Left, Triangle, X at the Main Menu.

Higher Jumps:
Press Left (2x), Up (2x), Right (2x), Down (2x), Square, Triangle, X at the Main Menu.

Other Racers Limited to 50 km/h:
Press Circle, Square, Right, Left, L1, R1, X at the Main Menu.

Need For Speed: High Stakes

Hidden Vehicles

Police Helicopter:
Enter the Game Option Screen and select the User Name option. Then enter WHIRLY as your player name. The helicopter is available only in Test Drive Mode.

Phantom car:
Enter the Game Option Screen and select the User Name option. Then enter FLASH as your player name for the Phantom car.

Titan car:
Enter the Game Option Screen and select the User Name option. Then enter HOTROD as your player name for the Titan car.

Syphon Filter

Level Select

Pause the game, then go into the Options Menu. Highlight the Select Mission option, then press and hold Left+L1+R1+Select+Square+X.

All Weapons and Unlimited Ammunition

Pause gameplay and highlight the Weapons option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.

Rally Cross 2

Various Cheats

Start a new Season and enter the following as your name to unlock the various cheats as shown:

MOOBMOOB – All cars
PREVET – Veteran level tracks and cars
PREPRO – Pro level tracks and cars
PREALL – All tracks and cars. This will not auto-

Archive Tricks

matically unlock the Vapor or Radia car. This cheat also allows you to start with a large lead at the last race of the pro season.

SISAO – Oasis track
ELGNUJ – Jungle track
FOSTER – Little Woods track
NIVEK – Frozen Trail track
MIT – Dusty Road track
KCIN – Rock Creek track
CIRE – Dry Humps track
BSIRHC – Hillside track
AIRFILLED – Low gravity
LEADSHOT – Original Rally Cross game physics
MOONEY – Restore Rally Cross 2 game physics
INCORPOREAL – Disable collision detection

T'ai Fu: Wrath of the Tiger

Debug Mode

Start a game and finish any level to access the Map Screen. While there, press Select+L1+L2+R1+R2 to open the Debug mode. Now you can choose any starting level in the game!

Many Cheats

The following cheats are to be entered quickly at any time during gameplay (don't pause the game):

Enable Cheats – This code enables all of the following gameplay cheats: R2, Triangle, R2, Triangle, Circle, X, Square.

Full Chi Cheat – This code fills your chi bar: R2, Triangle, R2, Left, Right, Square.

Invulnerable Cheat – This code will make the player invincible to enemies: R2, Triangle, R2, Left, Right, R2.

Double-Size Enemies Cheat – This code will make all enemies appear twice their normal size: R2, Triangle, R2, Left, Right, Up.

Half-Size Enemies Cheat – This code will make all enemies appear half their normal size: R2, Triangle, R2, Left, Right, Down.

Nine Lives Cheat – No matter how many times you are killed, you will always have nine lives: R2, Triangle, R2, Left, Right, X.

All Styles Cheat – This code will give you all fighting styles: R2, Triangle, R2, Left, Right, Triangle.

Full Health Cheat – This code will give you full health at any time in the game: R2, Triangle, R2, Left, Right, Circle.

WCW/nWo Thunder

Many Cool Codes

All Wrestlers:

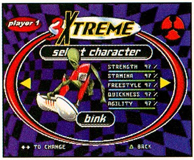
At the Title Screen, press R1 (4x), L1 (4x), R2 (4x),

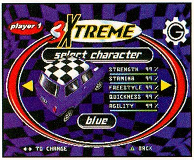
3Xtreme

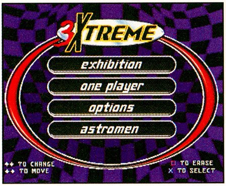
Hidden Characters and Tracks

At the Main Menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results:

Enter "VOUYEUR" at the Codes Screen to unlock all the Exhibition tracks.
Enter "TRIXXY" at the Codes Screen to unlock all the Freestyle tracks.
Enter "ASTROMEN" at the codes screen to unlock all the alien characters.
Enter "BINK" at the Codes Screen to unlock Bink the alien skateboarder.
Enter "REDCAR" at the Codes Screen to unlock Red the car.
Enter "NYUB" at the Codes Screen to unlock Nyub the alien rollerblader.
Enter "WHITECAR" at the Codes Screen to unlock White the car.
Enter "GEEP" at the Codes Screen to unlock Geep the alien biker.
Enter "BLUECAR" at the Codes Screen to unlock Blue the car.


player 1
3XTREME
select character
STRENGTH 97%
STAMINA 97%
FREESTYLE 97%
QUICKNESS 97%
AGILITY 97%
bink
↔ TO CHANGE
△ BACK


player 1
3XTREME
select character
STRENGTH 99%
STAMINA 99%
FREESTYLE 99%
QUICKNESS 99%
AGILITY 99%
blue
↔ TO CHANGE
△ BACK


3XTREME
exhibition
one player
options
astromen
↔ TO CHANGE
↔ TO MOVE
□ TO ERASE
X TO SELECT

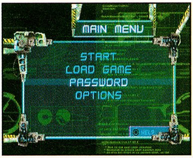
3XTREME
select track
haunted house
↔ TO CHANGE
△ BACK

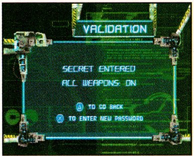
398PTS
170
48MPH
0:41

Uprising X

All Weapons

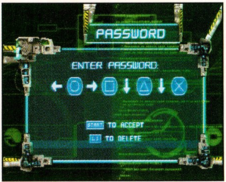
Every weapon can be yours from the start of the game! Just enter Left, Circle, Right, Square, Down, Triangle, Down, X as your code on the Password Screen found on the Main Menu. When entered correctly, you will go to a Validation Screen that will confirm that you have all weapons.


MAIN MENU
START
LOAD GAME
PASSWORD
OPTIONS
HELP


VALIDATION

SECRET ENTERED
ALL WEAPONS: ON

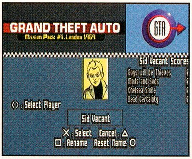
△ TO GO BACK
X TO ENTER NEW PASSWORD

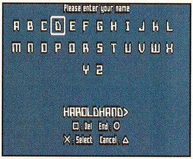

PASSWORD
ENTER PASSWORD:
←○→□↓△↓X
START TO ACCEPT
L1 TO DELETE

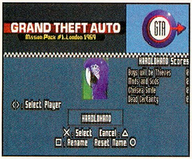
Grand Theft Auto

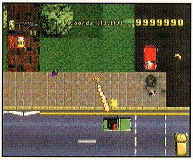
Ultimate Cheat

To get the coolest cheat for the game, go to the Player Selection Screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates and 99 lives!


GRAND THEFT AUTO
Mission Pack #1, London 1969
GTA
Sid Vacant Scores
Boys will be Thieves
Mods and Sods
Chelsea Smile
Dead Certainty
<> : Select Player
Sid Vacant
X : Select Cancel : △
□ : Rename Reset Name : ○


Please enter your name
A B C D E F G H I J K L
M N O P Q R S T U V W X
Y Z
HAROLDHAND>
□ : Del End : ○
X : Select Cancel : △


GRAND THEFT AUTO
Mission Pack #1, London 1969
GTA
HAROLDHAND Scores
Boys will be Thieves
Mods and Sods
Chelsea Smile
Dead Certainty
<> : Select Player
HAROLDHAND
X : Select Cancel : △
□ : Rename Reset Name : ○


Coords (13,113)
9999990
99

L2 (4x), Select to unlock all 128 wrestlers.

Big Heads:
At the Title Screen, press R1 (7x), R2, Select.

Big Head, Hands, Feet and Weapons:
At the Title Screen, press R2 (7x), R1, Select.

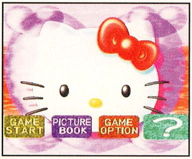
Might Meter:
At the Title Screen, press L2 (4x), R2 (4x), L1 (4x), R1 (4x), Select. The offensive and defensive attributes of each wrestler may now be adjusted.

View FMV Sequences:
At the Options Menu, press R1 (4x), L1 (4x), Select. Press Left+X to advance through the sequences, Right+X to move back, or Start (2x) to exit.

Cage Ring in Any Type of Match:
Enter the Options Menu, highlight the "Random" ring selection, then press R1, R2, R1, R2, Select. If you entered the code correctly, the word "Cage" will be spoken. Since The Cage ring is not enabled with the "Ring Select" code, this is the only way to obtain it.

Ring Select:
At the Options Menu, press R1, R2, R1, R2, Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 followed by Select.

Dancing Wrestlers:
Enable the "Ring Select" code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or L2 for a small dance move.


GAME START
PICTURE BOOK
GAME OPTION
?

Hello Kitty Cube Frenzy

Bonus Options

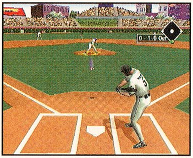
From the Title Screen press the following when "Push Start" is flashing: Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered correctly, you will hear a sound confirming the code. Now press Start to access new options, including hidden modes and viewing the ending FMV sequences.

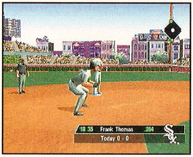
Triple Play 2000

Control Camera

During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm. Now use the following to control the camera:

D-pad	**Move**
L1+D-pad	**Move faster**
R1+D-pad	**Turn**
L2	**Zoom out**
R2	**Zoom in**
Triangle	**Raise view**
Square	**Lower view**

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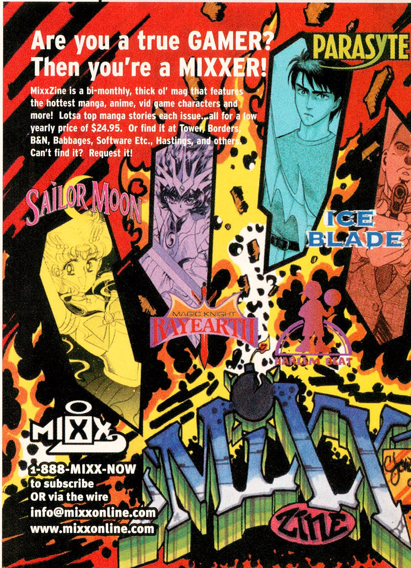
PARASYTE
SAILOR MOON
ICE BLADE
MAGIC KNIGHT RAYEARTH
HARLEM BEAT
MIXX
MIXX ZINE

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by Gary Steinman
gary_steinman@zd.com

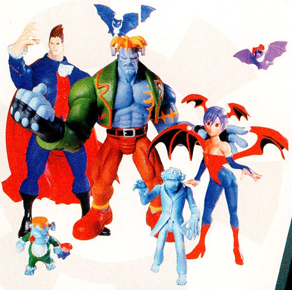
⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame

Buff and Shine

Digital Innovations is so confident about its **GameDoctor** scratch remover that it sent us a bag of steel wool just so we can test it out (really). So test it we did. In fact, it took the combined strength of three editors to finally shred our copy of Punky Skunk to the point where it wouldn't even boot up. With that much abrasion, it took a few extra revolutions in the GameDoctor to get it working again, but soon it was running almost like new. (We were half hoping it wouldn't work, just so we could be rid of that vile disc. Oh well...) Plus, GameDoctor also works on music discs and DVDs. It even rescued Senior Art Director Bob Conlon's treasured but scratched Bel Biv Devoe CD (don't ask).

Digital Innovations $34.99 ⚙⚙⚙⚙

Buff me, baby
GAMEDOCTOR



Vamps and Tramps

Here's a peek at some sharp-looking **DarkStalkers action figures**. We haven't gotten our hands on them yet (hence no rating), but these should be hitting stores around the time this issue hits the stands.

Toy Biz approx. $7.99

SONY
SONY
SONY
SONY

STOP!
STOP!
Win!

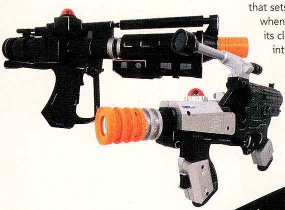
On Deck

Used to be that new forms of entertainment followed old—that, say, movies would be influenced by plays. Winning Moves is reversing that trend with its line of **Cardcade** card games based on arcade classics like Centipede and Frogger. The decks use the actual in-game graphics (albeit from the updated versions) and are aimed at younger gamers (5 and up). But guess what? They're surprisingly fun, and a heck of a lot more enjoyable than Hasbro's recent remakes of these two games. Buy one for your little nephew today.

Winning Moves $9.99/set ●●●◐

Nabbed on Naboo

Sure, we blew out a ton of Star Wars: Episode I stuff last issue, but we couldn't resist showing you two more items. The **Animated Destroyer Droid Room Alarm** has a heat sensor that sets off sound effects and causes the droid stand upright when triggered. Too bad you have to turn the toy off to reset it to its closed position. And the **Naboo Assault Set** has renewed our interest in one of our former fave pastimes, Lazer Tag. The guns are solid, very cool-looking and work well. Plus, it's the only source of exercise for some of us.



Tiger (Droid) $39.99 ●●●

Tiger (Lazer Tag Naboo) $59.99 ●●●●

Boom Box

We've seen a lot of so-called home theater solutions pass through this office—we've even reviewed a few of them in g.e.a.r.—but Sony's **HT-510 "Home Theater in a Box"** system is the first in a while to really do what it promises: offer a complete and great-sounding surround-sound system for an affordable price. Here's a look at the package:

The Box: Inside the box you'll find a Dolby Pro Logic receiver, two front speakers, two rear speakers, one center speaker and one subwoofer. Also included are all the wires you need (although you might want to purchase better stereo cable) and a detailed remote control.

The Setup: You can't ask for better instructions than the ones Sony provided. Lots of pictures and not too much text. Complete setup took about 15 minutes.

The Sound: Crisp and clean, with fat bass and plenty of power. We didn't hear any breakup at higher volumes. The surround-sound effect worked well enough, though it didn't blow us away. But the sound separation in general was quite clear.

The Verdict: This thing costs only $350?! You can't ask for a better system for the price. Perfect for apartment-dwellers or anyone looking for a complete home theater starter kit.

Sony $350 ●●●●◐

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Official U.S. PlayStation Magazine

THE ONLY MAGAZINE WITH A DEMO DISC EACH ISSUE!

NEXT MONTH: NFL GameDay 2000, NCAA GameBreaker 2000, Vigilante 8: Second Offense, Thrasher: Skate and Destroy, Toy Story 2, Chocobo Racing, Pong, Monaco Grand Prix 2, UmJammer Lammy, Sled Storm

position
time
points
lap
3
COOL
GOOD
BAD
AWFUL
12

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Issue #1–$15

October 1997

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

☐

Issue #2–$10

November 1997

PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars
non-playables: NHL FaceOff 98, Ghost in the Shell

☐

Issue #3– $10

December 1997

Cool Boarders Strategy

Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kâsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One

☐

Issue #4–$10

January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

☐

Issue #5–$10

February 1998

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer
non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

☐

Issue #6–$7.99

March 1998

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

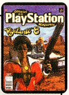
☐

Issue #7–$10

April 1998

10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes:
playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, The Granstream Saga



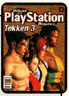
☐

Issue #8–$10

May 1998

10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes:
playables: Einhänder, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo



☐

Issue #9–$15

June 1998

Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes:
playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

☐

Issue #10–$7.99

July 1998

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

☐

Issue #11–$15

August 1998

Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes:
playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

☐

Issue #12–$10

September 1998

PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes:
playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.
non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

☐

Volume 2
Issue 1–$10

October 1998

Spyro the Dragon Strategy

Demo Disc includes:
playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3
non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

☐

Volume 2
Issue 2–$15

November 1998

Tomb Raider III
Metal Gear Solid Strategy

Demo Disc includes: playables: MediEvil, WarGames: Defcon 1, G. Darius, Dragon Seeds, Colony Wars: Vengeance, Future Cop L.A.P.D., non-playables: Crash Bandicoot: WARPED, Abe's Exoddus, Brave Fencer Musashi, Rugrats, T'ai Fu, Tenchu, You Don't Know Jack

☐

Volume 2
Issue 3–$10

December 1998

Metal Gear Solid
Crash Bandicoot: WARPED Strategy

Demo Disc includes:
playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

☐

Volume 2
Issue 4–$10

January 1999

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes:
playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu
non-playables: Rugrats, Test Drive: Off-Road 2

☐

Volume 2
Issue 6–$10

March 1999

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes:
playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er
non-playables: NCAA Final Four '99, Guardian's Crusade

☐

Volume 2
Issue 7–$10

April 1999

The Year of the RPG
Silent Hill Strategy

Demo Disc includes:
playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar
non-playables: Legend of Legaia

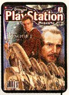
☐

Volume 2
Issue 8–$10

May 1999

Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes:
playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender
non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends



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Volume 2
Issue 9–$10

June 1999

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes:
playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure
non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

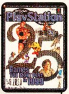
☐

Volume 2
Issue 10–$10

July 1999

25 Games You Must Play
Street Fighter Alpha 3 Strategy

Demo Disc includes:
playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samuri, Bloody Roar 2
non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VFX 2, Street Fighter Alpha 3



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Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

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1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to dan_pelusoezd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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Final Fantasy VIII

✕ Execute/Talk
○ Cancel/Change Characters
□ Switch Characters
△ (+ D-pad) Walk
L1 Target Window On/Off
L2 Escape From Battle
R1 Trigger
R2 Escape From Battle

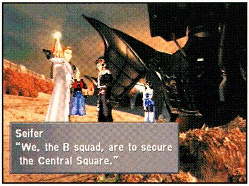
Fantastic Fights

Zell 127
Squall 149
Rinoa 188
Zell 127
Squall 149
Rinoa 188

Demo Walk-Through

After landing on Dollet Beach, follow Seifer to the main square. When he stops in the square and tells you to look for enemies, defeat the soldiers hiding in the northeast corner. Then, continue climbing the mountain to the northwest until you reach the top of the EMF tower. Once there, defeat Biggs, Wedge and the Elvoret. A soldier will give you the order to retreat; you now have 15 minutes to return to the beach. Move as quickly as possible and avoid unnecessary battles with the crab robot (only three battles are "required"). Once you reach the shore, the demo finishes.

Final Fantasy VIII uses the "active time battle" system found in previous Final Fantasy games; both you and your opponents attack simultaneously. Understanding the new "Draw" system, however, is essential to success. Instead of using the traditional "pool of MP" system found in previous titles, spells in Final Fantasy VIII are "drawn" out of opponents. Spells can be used only a finite number of times, much like items; once a spell's uses are exhausted, it can't be recast until more uses



Seifer
"We, the B squad, are to secure the Central Square."

Zell
"Squall, check it out.
That dog's licking Seifer."

Squares: After meeting in the main square, you'll square off against plenty of enemies.

Enemy List

Here are some of the enemies you'll come across during the Final Fantasy VIII demo. Happy hunting!

Galbadia Soldier

HP: 100
Draw: Fire, Cure
Items: Potion, Phoenix Down
Tips: This guy is a pushover, good for one thing only: stocking up on Cures. Draw enough healing spells for the road ahead.

Snake Horn

HP: 410
Draw: Thunder, Blizzara
Items: Phoenix Down
Tips: Draw and stock the Blizzara; use strong attacks to defeat him handily.

Mesmerize

HP: 200
Draw: Fire, Cure, Double
Items: Phoenix Down
Tips: Draw Double for the boss fight ahead; use a strong attack to break its horn.

Buel

HP: 55
Draw: Blizzard, Fira, Thundara
Items: Potion
Tips: Stock up on spells and move on.

Wedge & Biggs

HP: 620 / 200
Draw: Thundara, Cure, Double / Fire, Blizzara
Items: None
Tips: While these two have higher HP, they fight just like the Galbadia soldiers. Keep yourself healthy and summon Leviathan once or twice.

Elvoret

HP: High
Draw: Fire, Blizzara, Cure
Items: Phoenix Down
Tips: Be sure that everyone in your party has Double cast on them; use dual-casts of second-level spells to weaken Elvoret. Keep your HP high, as his attacks can cause 40–70 HP of damage to the entire party.

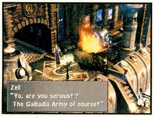
X-ATM092

HP: Effectively Infinite
Draw: Fire, Thunder, Cure
Items: None
Tips: You can't beat him; you can only hope to contain him. Use your highest-level spells (Doubled, of course) to cause 300–400 HP of damage as quickly as possible. Once he hits the ground, you hit the ground running. His Ray Bomb attack can take out an unsuspecting party—keep your HP high!

Players	1	**Developer**	Square
Availability	Q4 99	**Publisher**	Square Electronic Arts
Analog Compatible	Yes	**Genre**	RPG

"Thanks to you, I feel like I can kick anyone's ass."

14:29
Biggs "Go! Go! Go!! MOVE IT!!!"



are "drawn." Drawn spells can be either "stocked" (storing multiple uses for future casting via the Magic command) or "cast" (immediately drawing out and casting a single use of the spell). Players should strike a careful balance between judicious stockpiling and immediate use.

Summoned monsters are now known as Guardian Forces, or GF. During the summoning process, a GF's hit points replace those of the calling character. Any damage to the character is absorbed by the GF, providing a natural shield during the summoning period of inactivity. Once a GF's HP falls below zero, it can no longer be summoned until it is "restored."

It's difficult to fully enjoy the complexity of the Draw and Guardian Force systems without status screens, but the demo still offers a tantalizing taste of the full game.

Demo/Final Differences

The final version of Final Fantasy VIII differs from the demo in several notable ways. The plot has been tweaked significantly; Rinoa is no longer a party member, while Selphie is introduced mid-mission. This required a total re-rendering of the CG sequences: Rinoa is completely replaced by Selphie, and all three party members are now wearing their SeeD uniforms (as opposed to their "casual" clothes).

Gameplay has also been tweaked. Menus make it possible to equip Guardian Forces and heal between battles. When Drawing, five to seven uses are usually stored per "Stock," as opposed to the demo's paltry one to three. The enemy bestiary for this area has been completely revamped. And the time limit for the final "escape" sequence has doubled to 30 minutes.

One of the more intriguing changes concerns the music played during the opening assault on Dollet. When the demo was first released in Japan, many observant Final Fantasy fans noticed this song held a more-than-startling similarity to Hans Zimmer's theme from *The Rock*. Apparently, someone at Square noticed this, too, as the final "Dollet assault" theme was completely reworked. This demo, however, still uses the original "demo" music. With its unique FMV sequences and music tracks, the demo is not completely "replaced" by the final game.

Zell 236
Squall 225
Rinoa 187

Wizardry: Just like in other FFs, FFVIII's spell effects are breathtaking.

Character List

The Final Fantasy series is renowned for its detailed characterization. It may be hard to glean personalities from this limited demo, so here's some more background information:

Squall Leonheart, *age 17*
This Balamb Garden student is a loner who refuses to discuss his feelings with others. He's often surprised by other people's generosity, yet finds himself unable to become emotionally involved with his peers. The secret to his behavior lies in his muddled past.

Zell Dincht, *age 17*
An eternal hothead who's always itching for a fight. Perhaps best described as "bouncy," like Tigger. Always wants to run into any situation, figurative guns a-blazing, but will (unwillingly) obey orders. Zell is a loyal companion and good friend.

Seifer Almasy, *age 18*
As hotheaded and battle-ready as Zell, Seifer tempers his eagerness with an icy resolve. He's determined to be the best, no matter who gets in his way. His brashness, though, hides his truly romantic nature—not "good with the ladies" romantic, but "knights and chivalry" romantic. Seifer wants nothing more than to fulfill his dream of becoming a great warrior.

Rinoa Heartily, *age 17*
This demure young lady has a fiercely independent spirit. She doesn't say much in the demo because she's not actually introduced until later in the game. And what an introduction it is.

3Xtreme

Players	1-2	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Controller	No	**Genre**	Sports

✕	**Skate**
○	**(+ Left or Right) Hard Turn**
□	**Jump/Hop on rail**
△	**Brake/Hop on rail**
L1	**Not Used**
L2	**Punch Left**
R1	**Not Used**
R2	**Punch Right**

What is it?

Deep hurting. Er, an extreme sports simulator from the makers of 2xtreme.

What to expect in the full game:

Skateboards, inline skates and BMX bikes; 13 racers and 27 tracks; two-player split-screen action; freestyle, season, time trial and exhibition modes; shoddy control; miserable frame-rate; schizophrenic collision detection.

Our advice:

For the love of God, just watch ESPN2 instead. This game is a "point a guy downhill for five minutes" simulator. Sure, he does tricks and there's loud angst-filled music, but he also skates straight through walls and corners like a Winnebago. An extreme Winnebago, but the point still stands. The only thing "extreme" about this game is the number of Slim Jim advertisements.

OPM psychic sez:

"Even die-hard fans of the series may think twice about purchasing this game after playing it. If you're still an unrepentant fan of the series, do yourself a favor and pick up a previous title from the bargain bin."

4:38.31
27MPH
4110 PTS
15 GATES
6th

1:05.41
40MPH
110 PTS
3 GATES
6th

Extremely uninspired:
3Xtreme's gameplay is marred by shoddy control and other issues.

2.83
2MPH
0 PTS
0 GATES
6th

Tiny Tank

Players	1-2	**Developer**	AndNow
Availability	August	**Publisher**	Sony CEA
Analog Controller	Yes	**Genre**	Action

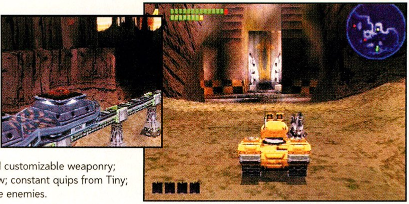
✕	**Jump/Tap to Fire Turbo Jets**
○	**Teeny Weeny**
□	**Fire**
△	**Radio Speak**
L1	**Rotate Head Left**
L2	**Hop Left/Double-Tap to Roll Left**
R1	**Rotate Head Right**
R2	**Hop Right/Double-Tap to Roll Right**

What is it?

The world's smallest (and cutest) roving death machine, Tiny Tank aims to stop the evil Mutank from removing the world's rust-causing oxygen.

What to expect in the full game:

Humorous FMV that brings Tiny to life; upgradeable and customizable weaponry; Mutank's all-robot radio show; constant quips from Tiny; 12 large levels and 25 unique enemies.

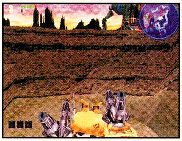


Our advice:

Your mission is to take out the energizer that protects the train, and then eliminate the train. Don't head straight for the energizer, though; the ballerina bots outside will waste you immediately. Instead, take out the smaller sentry bots and equip yourself with their weapons and "brains." After redistributing the "brains" and weaponry for maximum effect, head toward the energizer. Try using Teeny Weeny tanks to distract the ballerina bots. Shoot the energizer until it opens, then hit it with everything you've got until it explodes. After it's "downsized," head back to the train tracks and park yourself on an elevated ledge. Take out the train cars as they pass by—it's not too difficult.

OPM psychic sez:

"It's an intriguing premise for a title, and the gameplay seems to be mostly there. The FMV sequences are great. A little more in-game humor and polish could really make this game shine."



Big guns:
The little guy packs some big firepower.

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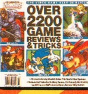

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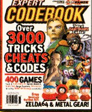

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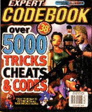

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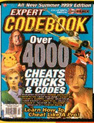

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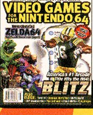

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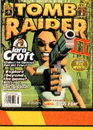

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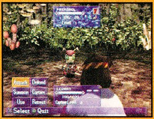
Jade Cocoon

Players	1	**Developer**	Genki
Availability	July	**Publisher**	Crave
Analog Controller	No	**Genre**	RPG

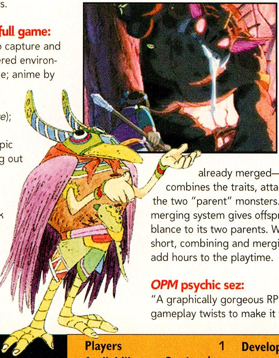
✕	Select/Talk/Examine
○	Stat Menu
□	(+ D-pad) Run
△	Exit Movies/Cancel/Run
L1	Select/Talk/Examine
L2	Run Forward/Cancel
R1	Not Used
R2	Not Used



Well-bred fun:
Capture monsters then breed them to create more powerful spawn.

What is it?
Final Fantasy VII meets Monster Rancher in this traditional anime-inspired RPG with strong monster-breeding elements.

What to expect in the full game:
More than 150 monsters to capture and "train"; beautiful prerendered environments; fully voiced dialogue; anime by renowned artist Katsuyah Kondoh (*Kiki's Delivery Service*, *Princess Mononoke*); story sequences using the in-game engine; suitably epic story line; monster merging out the wazoo.



Our advice:
Before you leave Syrus, talk to everyone to learn about your shrouded past and present peril. Then exit to the forest, using the Beetle Key to open the Beetle Gate. Here you'll find Koris, a fellow Cocoon Master and friend of your missing father. Koris will give you a test: Meet him at his hovel in the forest's depths. Follow the forest path (it's pretty straightforward), fighting enemies, summoning Minions when necessary, and capturing new Minions as desired.

Did you try:
Merging monsters? One of Jade Cocoon's most innovative features is the ability to merge any two monsters—even ones you've already merged—to form a new monster that combines the traits, attacks and elemental powers of the two "parent" monsters. A proprietary skeletal merging system gives offspring an uncanny resemblance to its two parents. While the demo may seem short, combining and merging captured monsters can add hours to the playtime.

***OPM* psychic sez:**
"A graphically gorgeous RPG with enough unique gameplay twists to make it worth a look."

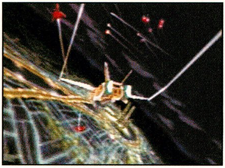
Macross VF-X 2

Players	1	**Developer**	UNiT
Availability	September	**Publisher**	Bandai
Analog Controller	Yes	**Genre**	Action

✕	Balkan Trigger
○	Change View
□	Missile
△	Choose Weapon
L1	Speed Up
L2	Speed Down
R1	Change Airframe
R2	Change Airframe

Transformers:
Part of the fun in this game is switching between mech forms.

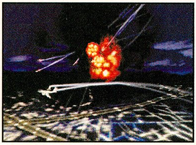
What is it?
A flight/mecha simulator based on the fantastically popular Macross (Robotech in the U.S.) anime series.



What to expect in the full game:
Six VF units, each with three-mode transformation; more missions, weapons and enemies; a gallery of Macross artwork and design sketches; analog and Dual Shock support.

Our advice:
It's easy to get lost in the swirling, free-flowing environments of Macross VF-X 2. Be sure to familiarize yourself with the controls, strengths and weaknesses of all three unit modes. Keep a level head, and go out blasting! And be sure to check out the Macross art gallery.

***OPM* psychic sez:**
"To be gentle about it, Macross games have a history of not doing the series justice. While fans are likely to eat this one up, gamers just looking for a flight/mecha simulator may want to wait for Polyphony Digital's Omega Boost."



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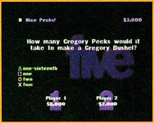
Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

You Don't Know Jack

Players	1-3	**Developer**	Jellyvision
Availability	Mid-1999	**Publisher**	Berkeley Sys.
Analog Controller	No	**Genre**	Misc.

✕	**Answer/Select Category**
○	**Answer/Select Category**
□	**Answer/Select Category**
△	**Answer/Select Category**
L1	**Buzz In**
L2	**Buzz In**
R1	**Buzz In**
R2	**Buzz In**


Nice Pecks! $3,000

How many Gregory Pecks would it take to make a Gregory Bushel?

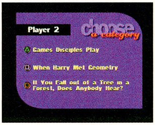
△ one-sixteenth
□ one
○ two
✕ four

Player 1 $8,000
Player 2 -$7,000

Questionable questions:
You'll have to use your wits to answer these witty questions.

What is it?

The original irreverent quiz show party game. Think of it like Jeopardy!—if Alex Trebek were a smarmy smart-ass. Zany, abusive hosts and off-the-wall categories turn every game into an adventure.


Player 2

choose a category

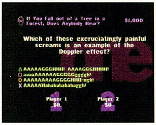
△ Games Disciples Play
□ When Harry Met Geometry
○ If You Fall out of a Tree in a Forest, Does Anybody Hear?

What to expect in the full version:

A whopping 1,400 questions; more than 35 hours of dialogue; patented Jack-style questions; amusing sexual innuendos; rampant and gleeful abuse of players.

Our advice:

Unfortunately, this demo disc doesn't include what really makes You Don't Know Jack so much fun: other players. If you play the demo by yourself, you'll wonder what the big deal is—but with a friend (or five), YDKJ becomes a whole new experience. The PlayStation port will be the best version yet—you can throw the controllers without fear of damaging them when the cheatin' bastards buzz in before you. Computer keyboards don't take as kindly to such abuse.


If You Fall out of a Tree in a Forest, Does Anybody Hear? $1,000

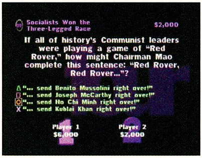
Which of these excruciatingly painful screams is an example of the Doppler effect?

△ AAAAAGGGHHH! AAAAGGGHHHH!
□ aaaaAAAAAAAGGGGGgggggh!
○ AAAAAAAAAGGGGHHH-ugh!
✕ AAAAAHahahahahahaggh!

Player 1 $0
Player 2 $0

Did you try:

Getting questions wrong on purpose, just to hear the host spew abuse at you?


Socialists Won the Three-Legged Race $2,000

If all of history's Communist leaders were playing a game of "Red Rover," how might Chairman Mao complete this sentence: "Red Rover, Red Rover..."?

△ "... send Benito Mussolini right over!"
□ "... send Joseph McCarthy right over!"
○ "... send Ho Chi Minh right over!"
✕ "... send Kublai Khan right over!"

Player 1 $6,000
Player 2 $2,000

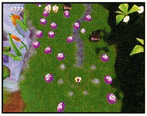
OPM psychic sez:

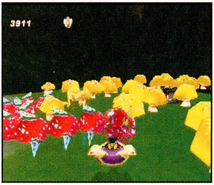
"Anyway you slice it, You Don't Know Jack is a damned fun game. If you haven't played the computer version, whether from ignorance or inability, don't pass up the PlayStation edition."

Centipede

Players	1-2	**Developer**	Leaping Lizard
Availability	Now	**Publisher**	Hasbro Interactive
Analog Controller	Yes	**Genre**	Action

✕	**Fire**
○	**Jump**
□	**Not Used**
△	**Change Camera Angle**
L1	**Strafe Left**
L2	**Not Used**
R1	**Strafe Right**
R2	**Not Used**





What is it?

In this latest modern redux from Hasbro Interactive, the player shoots the bugs, shoots the 'shrooms, 'shrooms the bugs—ah, heck, you've played this psychedelic puppy before.

What to expect in the full game:

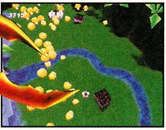
Four worlds and 23 levels, weapon and shield upgrades, multiple camera angles, and Adventure and Classic Arcade modes.

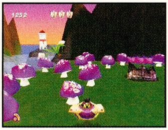
Our advice:

The biggest mistake you can make is to try to play this Centipede like the old version. Your enemies have a lot of new tricks up their sleeves; to survive, you've got to use your new skills, too. Don't play the game as a top-down shooter—instead relentlessly circle-strafe your enemies and jump without mercy! And keep an eye out for flashing power-ups—the three-way shot can give you a major advantage.

Did you try:

Changing the camera angle? The first-person angle may make for more difficult play, but everything becomes far more impressive and larger-than-life. The centipedes actually look more like relentlessly marching marauders of death than li'l ol' bugs.





Bug blasters:
Creepy-crawlies now come at you from all angles.

OPM psychic sez:

"It's definitely not the classic the original was, but the demo is amusing enough to occupy you for a few moments."

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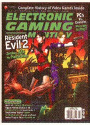

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- Samurai Shodown 64
- Nagano Winter Olympics
- SF Rush: The Rock
- Tomb Raider 2
- Final Fantasy Tactics
- Spawn
- Burning Rangers

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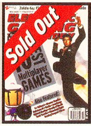

February 98

- **Best Multiplayer Games**
- Tekken 3
- Monster Rancher
- Robotron 64
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- Fighter's Destiny
- Breath of Fire III
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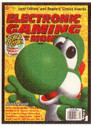

March 98

- **Yoshi's Story**
- Rebus
- Snowboard Kids
- Point Blank
- Resident Evil 2
- Klonoa
- War Games
- Diablo
- Mystical Ninja

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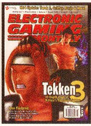

April 98

- **Tekken 3**
- Blasto
- Cruis'n World
- Bio F.R.E.A.K.S.
- Road Rash 3D
- Banjo-Kazooie
- Quake 64
- House of the Dead
- Gran Turismo

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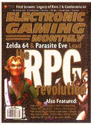

May 98

- **RPG Revolution**
- Vigilante 8
- NFL Xtreme
- 1080° Snowboarding
- Colony Wars: Vendetta
- X-Men vs. SF
- NBA Courtside
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- Wargames

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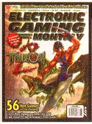

June 98

- **Turok 2**
- Colony Wars: Vengeance
- Metal Gear Solid
- Tiger Woods 99
- Mortal Kombat 4
- Abe's Exoddus
- NFL Blitz
- Pocket Fighter
- Rival Schools

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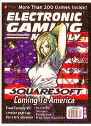

July 98

- **Parasite Eve**
- Xenogears
- Bushido Blade 2
- Brave Fencer Musashinden
- Rayman 2
- Gex 64
- Spyro the Dragon
- Gran Turismo
- Tomba!

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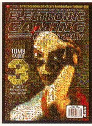

August 98

- **Tomb Raider 3**
- Perfect Dark
- Final Fantasy VIII
- Oddworld: Abe's Exoddus
- Zelda 64
- Rogue Squadron
- Elemental Gearbolt
- Conker 64
- Game Boy Camera

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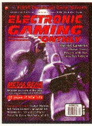

September 98

- **Metal Gear**
- Pocket Fighter
- Jet Force Gemini
- WipeOut 64
- Madden NFL 99
- ISS Pro 98
- Parasite Eve
- MediEvil
- Wild 9

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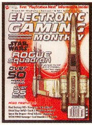

October 98

- **Rogue Squadron**
- Final Fantasy VIII
- Xenogears
- NFL Blitz 99
- Metal Gear Solid
- Crash 3: WARPED
- F-Zero X
- Spyro the Dragon
- Rival Schools

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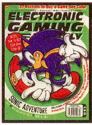

November 98

- **Sonic Adventure**
- G-Police 2
- Ridge Racer Type 4
- Jet Force Gemini
- Perfect Dark
- Twisted Metal 3
- Zelda 64
- WCW/nWo Revenge
- A Bug's Life

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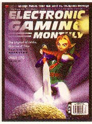

December 98

- **Zelda 64**
- Cruis'n World
- NBA Live 99
- Rush 2: E.R. USA
- WipeOut 64
- Bomberman World
- Bushido Blade 2
- Metal Gear Solid
- Pokémon

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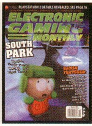

January 99

- **South Park**
- R4: Ridge Racer Type 4
- Extreme-G 2
- Quarterback Club 99
- Asteroids
- Tetris DX
- Castlevania 64
- Knockout Kings
- SF Alpha 3

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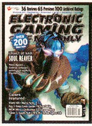

February 99

- **Soul Reaver**
- Silent Hill
- Mario Party
- R-Type Delta
- WCW Nitro
- Civilization II
- Carmageddon
- Gex 3
- Turok 2

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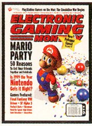

March 99

- **Mario Party**
- Final Fantasy VIII
- Driver
- SF Alpha 3
- Perfect Dark
- Need for Speed III
- High Stakes
- Sonic Adventure
- Smash Brothers

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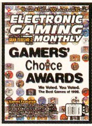

April 99

- **Gran Turismo 2**
- G-Police W.O.J.
- Sega Rally 2
- Marvel vs. Capcom
- Quake II
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- Fighter Maker
- Beetle Advnt. Racing
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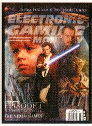

May 99

- **Star Wars Episode I**
- PlayStation 2
- FFVIII
- Power Stone
- WWF Attitude
- Dino Crisis
- Super Smash Bros.
- SFIII 3rd Strike
- Pokémon Pinball

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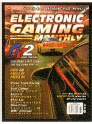

June 99

- **Gran Turismo 2**
- Resident Evil: Nemesis
- Crash Team Racing
- Soul Calibur
- Spyro 2
- Shao Lin
- Dino Crisis
- WWF Attitude

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Ultimate 8-Ball

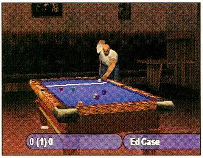
Players	1-16	**Developer**	Mirage
Availability	Now	**Publisher**	THQ
Analog Controller	Yes	**Genre**	Sports

✕	**Shoot**
○	**English/Spin**
□	**Butt Angle**
△	**Top View**
L1	**Right Analog: Camera Zoom**
L2	**Fine Tune**
R1	**Next Ball Focus**
R2	**Ball In Hand**

What is it?
A simulation of that timeless classic, pool.

What to expect in the full game:
Ten locations; 30 tables of varying dimensions; 18 computer opponents with unique personalities; 14 different game types; practice mode to improve play; support for up to 16 players.

Our advice:
The physics model is fairly accurate, so your skills on the felt should transfer over to the digital realm just fine. You'll never get anywhere if you just go whacking your balls indiscriminately, so use some English (spin) and fine-tuning to give your shots that extra finesse. Your opponent (Ed Case) is a good shot, even on the "easy" difficulty—so position your stick with care! The demo unfortunately only lets you play a 6-ball table, but that's still enough to experience the controls and physics model.

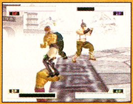


***OPM* psychic sez:**
"The physics model appears solid, and the various opponents and environments should give the game some personality. Genre fans should keep an eye on this one."

Ball boy:
Challenge ol' Ed to a game of 6-ball.

Shao Lin

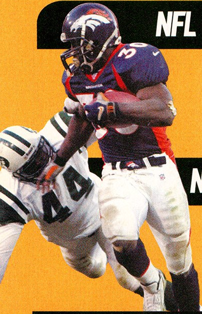
Players	1-8	**Developer**	Polygon Magic
Availability	August	**Publisher**	THQ
Analog Controller	Yes	**Genre**	Fighting



What is it? A raucous rumble set during the 18th century Ch'ing Dynasty.

Why should I care? More than 40 characters; six martial arts styles (Shao Lin, Hung Gar, Jeet Kune Do, Eight Drunken Sages, T'ai Chi and P'a Ch'ih); Hong Kong action film-style battles; a quest mode; up to eight simultaneous players.

***OPM* video critic sez:** "Fighting fans still smarting from EA's Thrill Kill–kill may find a salve in Shao Lin's salvos. The period setting and stylized characters set it apart from most fighters, and the frenetic multiplayer mode (up to eight simultaneously!) should make this a great party game. If the gameplay can fulfill the engine's promise, Shao Lin could be a winner. Thumbs up."



NFL GameDay 2000

Players	1-8	**Developer**	989 Sports
Availability	Q4 99	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports

What is it? The latest (and hopefully greatest) iteration in Sony's NFL GameDay cycle.

Why should I care? More plays (an astounding 1,240 of 'em), more motion-captured animations (over 200), more sayings from Dick Enberg (play-by-play) and Phil Simms (color commentary), plus all your favorite players and teams. No stadiums, though—989 Studios opted instead to set the matches on the tranquil sacred ground outside Zen Buddhist monasteries...OK, all the stadiums too.

***OPM* video critic sez:** "It's GameDay. GameDay is good. GameDay 2000 should also be good. Thumbs up."

NFL Xtreme 2

Players	1-2	**Developer**	989 Sports
Availability	July	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports

What is it? Sony's NFL Blitz clone, back for a second season.

Why should I care? The first NFL Xtreme was lambasted as a pale imitation of Midway's excellent NFL Blitz. A weak playbook, repetitive taunts and unexciting play made the game stunningly mediocre. But 989 Studios is striving to put right what once went wrong. More than 250 new animations, scads of new taunts and tons of new plays already place NFL Xtreme 2 ahead of last year's fumbled effort.

***OPM* video critic sez:** "It certainly looks better than last year's effort. Tentative thumbs up."

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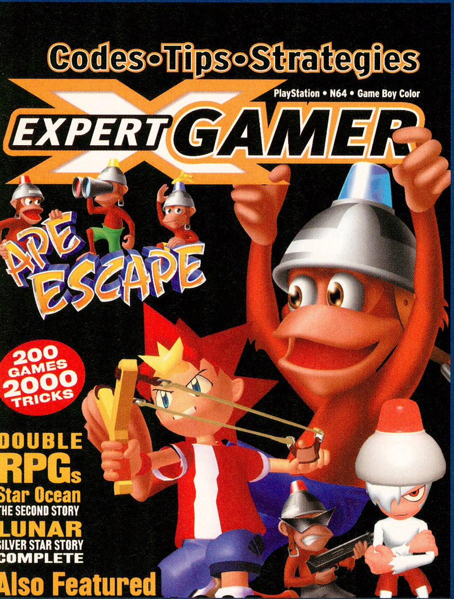

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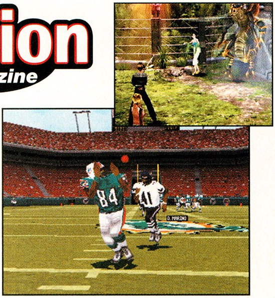

Final Fantasy and Football!

It's finally football time again, and *OPM* will have the only truly in-depth look at Madden NFL 2000 and NFL GameDay 2000. Think of it as the video game version of your Fall Football Preview for the season. Also, in addition to tons of reviews and previews, we'll have loads of information on the biggest RPG of the year—Final Fantasy VIII. The playable demo was just the tip of the iceberg (but it's still plenty more than any other magazine could show you!).

Official U.S. PlayStation Magazine
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PLAYABLES: UmJammer Lammy, Chocobo Racing, Pong, Sled Storm, Monaco Gran Prix

NON-PLAYABLES: NFL GameDay 2000, NCAA GameBreaker 2000, Vigilante 8: Second Offense, Toy Story 2, Thrasher: Skate and Destroy

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Find out all the gory details about the Resident Evil series in our "Resident Evil Everything" feature. We've got screens and info for all the new games including Code Veronica for Dreamcast, Nemesis, RE2 on N64 and even the amazing-looking Game Boy game! Also, check out all the latest Dreamcast info as we count down toward launch. Want to know about the new Nintendo machine? We've got every scrap of info available on the elusive Project Dolphin.

EXPERT GAMER™

On sale July 20

Starving for strategy? *Expert Gamer*'s August issue will feed your gaming soul with our Legacy of Kain: Soul Reaver guide. Our walk-through includes the best info on the toughest areas of the game. Also included in the issue is a comprehensive breakdown of Pokémon Snap. Find out the best way to grab shots of all the elusive Poké-creatures.

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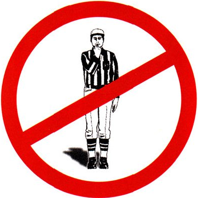

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The #1 Selling Football Game for Nintendo 64 and Game Boy® Color

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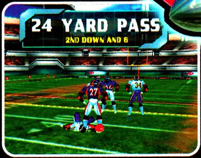
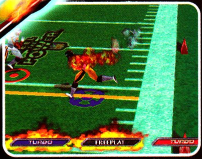


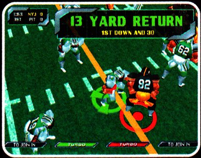
Easy-to-learn arcade-style play with new "Icon Passing" for one touch long bombs



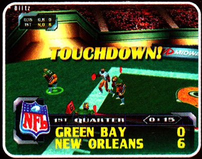
"On-Fire" Mode gives super power performance to your hot, star players

THE SUPERBOWL CHAMPION OF FOOTBALL GAMES

NFL Blitz™ 2000 brings you all of the things you love about football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!



Larger, customized playbooks for each team, with powerful playbook editor



New 4 player mode for bruising your friends

PC images shown.

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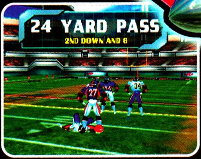

Easy-to-learn arcade-style play with new "Icon Passing" for one touch long bombs

TURBO
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"On-Fire" Mode gives super power performance to your hot, star players

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13 YARD RETURN
1ST DOWN AND 30
TO JOIN IN
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TURBO
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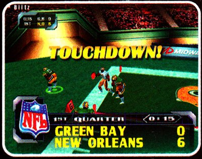

New 4 player mode for bruising your friends

PC images shown.

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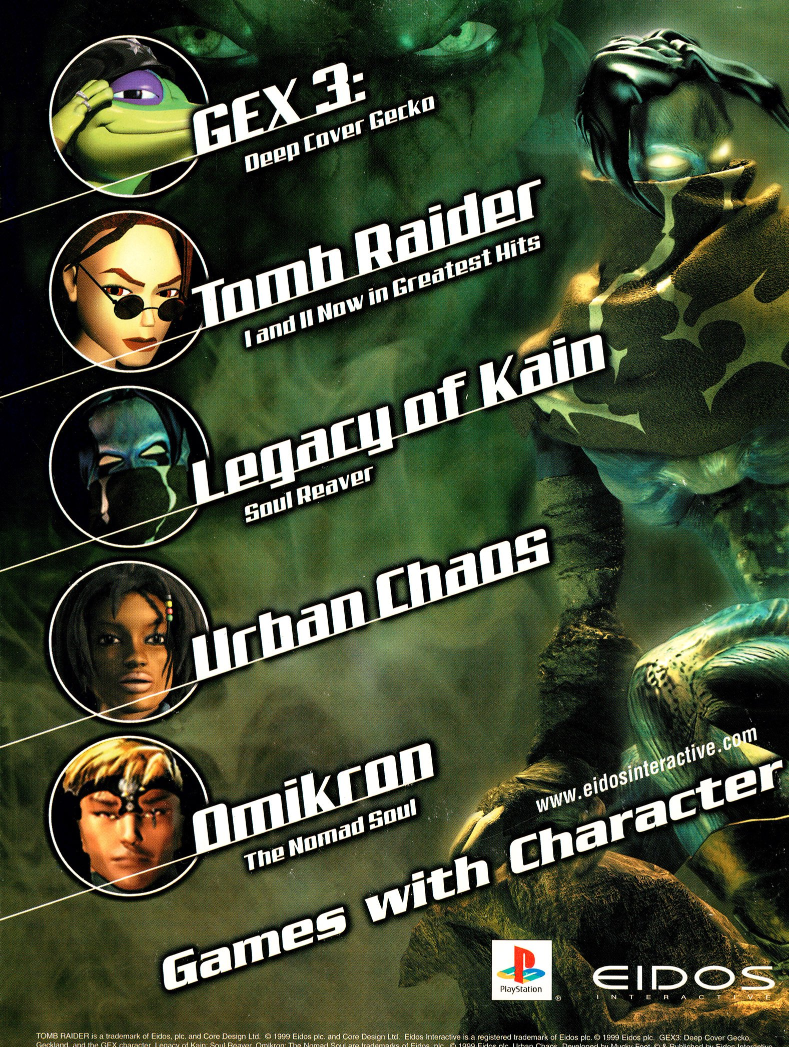
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